



*Arcana*

2002





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# *Arcana*

2002

*“Destruction is the work of an afternoon.  
Creation is the work of a lifetime.”  
—Kamahl, druid acolyte*

## Torment Product Images

Wednesday, January 2, 2002

Here's a sneak peek at what the *Torment* products will look like in stores. Pictured are the Booster Pack, four preconstructed Theme Decks (Sacrilege, Grave Danger, Insanity, and Waking Nightmares), the Fat Pack (includes six *Torment* boosters, two premium cards, *Chainer's Torment* novel, *Torment* Player's Guide, and *Torment* Spindown life counter), and the Theme Deck and Booster Pack display boxes.



# Mirage Wurm Swaps!

Friday, January 4, 2002

When sets are put together, art swaps happen all the time. Often a painting does a good job of illustrating the card it was commissioned for, but it does a *better* job of depicting a different card. So the art gets moved around.

The art for *Mirage's* Jungle Wurm and Barbed-Back Wurm make a good example. If we had left the art alone, the cards would have looked like this:



The team felt that the art of Jungle Wurm eating someone seemed more black, and the art of Barbed-Back Wurm crashing through a forest seemed green, so they were switched.

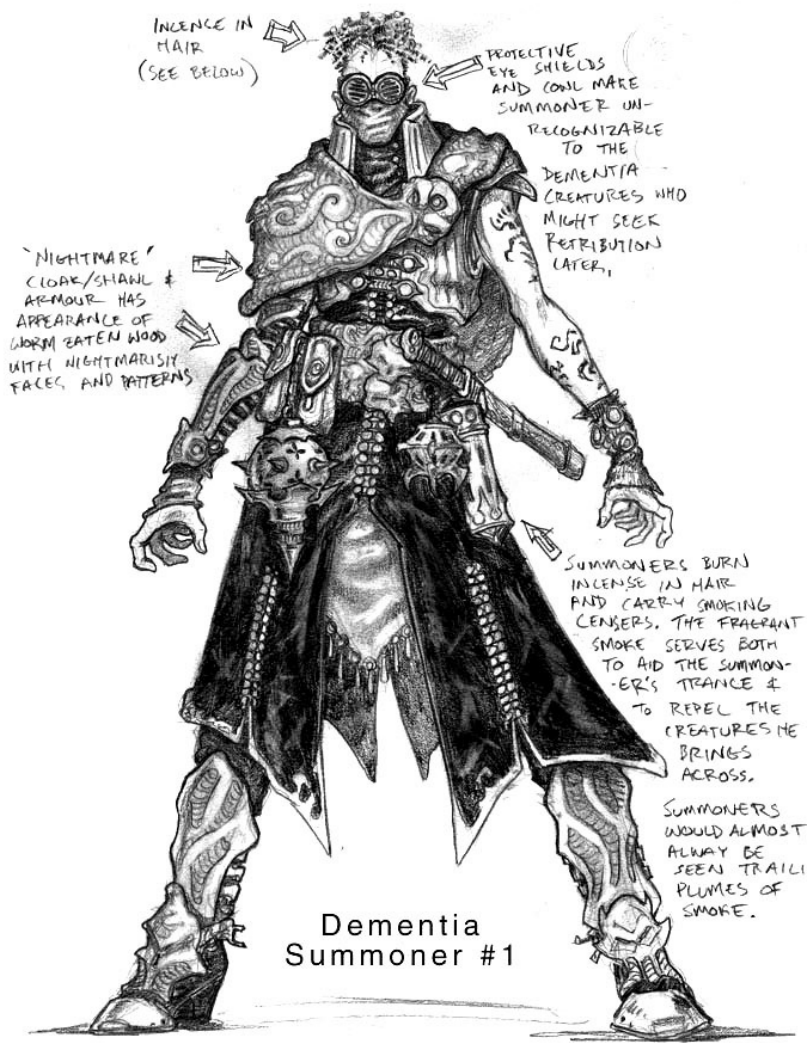


## Dementia Summoners

Monday, January 7, 2002

The *Odyssey* and *Torment* stories (and the card sets) revolve heavily around people called Dementia Summoners, which are mages employed by the Cabal to create fierce creatures for their pit fights. But there is no card called "Dementia Summoner," so where are they in the game?

Take a look at the Dementia Summoner reference from our internal styleguide. It shows all the planning and detail that went into these characters... and it should help you recognize them in the card art. Aside from the obvious (like Braids, Cabal Minion), Dementia Summoners appear quite often, such as on the *Odyssey* cards Painbringer and Sadistic Hypnotist.





## Want more *Torment* previews?

Tuesday, January 8, 2002

Can't get enough of *Torment*? Want more advance information? Then check out the current issue of *Sideboard Magazine*... Included are *Torment* previews of Basking Rootwalla by Mike Turian and Nantuko Shade by David Price. Plus, our own Mark Rosewater gives a few more hints (including Mind Sludge) in his "Insider Trading" column.

And, as usual, you get top-notch coverage of major events, profiles of your favorite players, and strategy articles straight from the Pros! The *Sideboard Magazine* is available at all premier stores and premier events.





## Odyssey logos

Wednesday, January 9, 2002

Everything associated with Magic goes through some sort of development process, and logos are no exception. The art department creates several different versions of each expansion's logo, and after much tweaking and deliberating, one is found that makes everyone happy.

What follows are some of the steps that *Odyssey's* logo went through. Some are rough concepts, while others are more fleshed-out ideas.

Note that in the later versions, the background was a physical piece of foam with twine wrapped around it, photographed and heavily doctored.

ODYSSEY ODYSSEY



Finally, the familiar version:



## Tempest playtest cards

Thursday, January 10, 2002

Here are four *Tempest* cards from early playtesting.

While a few aspects of each card changed, the thing they have in common is that each one changed color during development. Have any guesses as to what they ended up as?



## "What If?" with *Odyssey* art

Friday, January 11, 2002

What if we always used the art that was submitted for each card? Well, things would certainly look different, and we like to think that they'd make a little less sense.

Here's how some familiar *Odyssey* cards would look if we kept the art that was submitted for them:



### Aven Smokeweaver

Yes, that is an Aven in the picture. But it was supposed to have protection from red, and it's difficult to see if the firebolt is hitting it or bouncing off. Plus, the image has a very red look to it, so this art was eventually moved to Flame Burst.



### Lithatog

When the art came in for the five Atogs, this one stood out as not "atogish" enough. Atogs generally have a cartoon-like feel to them, and this bruiser definitely did not. It was assigned to Chainflinger (which was previously going to be a dwarf).



### Pulsating Illusion

This was another issue of "feel." The submitted art was quite spooky, as opposed to the just plain "weird" that we normally associate with blue Illusion creatures. So it was moved to a more suitably spooky black card, Bloodcurdler.



### Diabolic Tutor

The art submitted for Diabolic Tutor was so impressive and powerful that Continuity and R&D decided to go back and create the card Braids, Cabal Minion just to give it a more suitable home. Now there's an example of the design process in reverse!

## Pro Tour - San Diego

Monday, January 14, 2002



deck was ill-equipped to remove it. He made a game of it, Overrunning with Thaumatoq in play. He blew up all his land in a desperate try, but Meraghni turned over Moment's Peace to take the Championship. Meraghni, of France, is touted by its pros as "The Next Big Thing", and practices Magic almost constantly. Well, his hard work paid off this weekend, giving him the big upset win over the established Thoren. Congratulations to Farid Meraghni, Pro Tour San Diego 2002 Champion! Check out the event coverage on the Sideboard<sup>1</sup>.



# Odyssey Spheres

Tuesday, January 15, 2002

Sometimes artists integrate connecting themes or ideas across several card illustrations. Christopher Moeller did just that with his renditions of the five white Spheres in *Odyssey*.

Each sphere shows a wizard protecting himself from an attack of a specific color. But what you might not have picked up on was the positioning of the mages' spheres in the art – they correspond exactly to the positioning of the colored dots on the back of every Magic card. For example, Sphere of Truth protects you from white damage, and the white dot is the topmost one on the cardbacks. So the white sphere in the card's art is in the top center of the illustration.





# Almost Reprinted

Wednesday, January 16, 2002

*Odyssey* has very few reprints (cards that were previously in other sets), but it wasn't always that way. Many old favorites were slated to be in that set, but ended up being pulled for one reason or another.

Sometimes, a card that was previously "harmless" can become a real problem in a new environment. With the introduction of threshold in *Odyssey*, the number of cards in your graveyard becomes really important. Some old cards were almost going to be in *Odyssey* originally because they fit the theme, but playtesting showed that they fit too well, allowing threshold to be attained far easier than R&D wanted. As a result, they were yanked. They were:



It should be noted that some players built an Extended threshold deck for Pro Tour - New Orleans using Nimble Mongoose and Werebear, and their deck included both Song of Blood and Mulch.

## Avenge Richard Garfield!

Thursday, January 17, 2002

The Deckmasters box set contains two decks made of cards from the *Ice Age* and *Alliances* expansions: one designed by Magic creator Richard Garfield, and one by top professional money winner Jon Finkel.

The two played the match out in San Diego this past weekend, and poor Richard lost when he couldn't draw enough lands in game two! The injustice!

You can avenge Richard by playing the match out yourself against a friend - the Deckmasters box set is still available in stores. It comes with two Spindown life counters, a story book, a poster, and the two decks - with four great foil premium cards, including Lhurgoyf and Necropotence!





## Deck Flashback

Friday, January 18, 2002

In honor of France's Farid Meranghi winning Pro Tour - San Diego<sup>1</sup>, we present a real blast from the past.

France's Bertrand Lestree piloted a green/white Erhnam Djinn/Armageddon deck to a second-place finish in the very first Pro Tour in 1996, back in the day when Black Vise and Balance were legal in Type 2 tournaments. Here is his actual decklist:

# DECKLIST REGISTRATION FORM MAIN DECK/SIDEBOARD

BERTRAND LESTREE

## MAIN DECK CONTINUED

| # OF | CARD NAME              | EXPANSION |
|------|------------------------|-----------|
| 1    | Ivory Tower            | 4E I      |
| 4    | Strip Mine             | 4E III    |
| 4    | Ilanovai Elves         | 4E I      |
| 2    | Fyndhorn Elves         | IA II     |
| 4    | Enham Djinn            | CH III    |
| 3    | Armageddon             | 4E III    |
| 4    | disenchant             | 4E III    |
| 4    | Sword to plowshare     | 4E III    |
| 1    | Balance                | 4E I      |
| 1    | Ruins of Tarkain       | FE I      |
| 4    | Brushland              | IA III    |
| 1    | Havenwood Battleground | FE I      |
| 2    | Sylvan Library         | 4E I      |
| 2    | Spectral Bears         | HL II     |
| 1    | Serra Angel            | 4E I      |
| 1    | Aurum Willow           | HL I      |
| 2    | Tru Manipulation       | IA II     |
| 2    | Wraith of God          | 4E I      |
| 1    | Zuran Orb              | IA I      |
| 2    | Order of Leibn         | FE II     |
| 2    | Fellwar Stone          | 4E II     |
| 2    | Land Tax               | 4E II     |
| 6    | Plains                 | III       |
| 6    | Forests                | III       |
|      |                        |           |
|      |                        |           |
|      |                        |           |

Total in Main Deck

60

## SIDEBOARD

| # OF | CARD NAME       | EXPANSION |
|------|-----------------|-----------|
| 2    | Divine Offering | CH        |
| 1    | Wraith of God   | 4E        |
| 1    | Black rise      | 4E        |
| 2    | Red circle      | 4E        |
| 2    | Green circle    | 4E        |
| 1    | Order of Leibn  | FE        |
| 2    | Karma           | 4E        |
| 2    | Weeping Danish  | 4E        |
| 2    | Abrogayko       | HL        |
|      |                 |           |
|      |                 |           |
|      |                 |           |
|      |                 |           |

Total in Sideboard

15

TOTAL # OF CARDS

75

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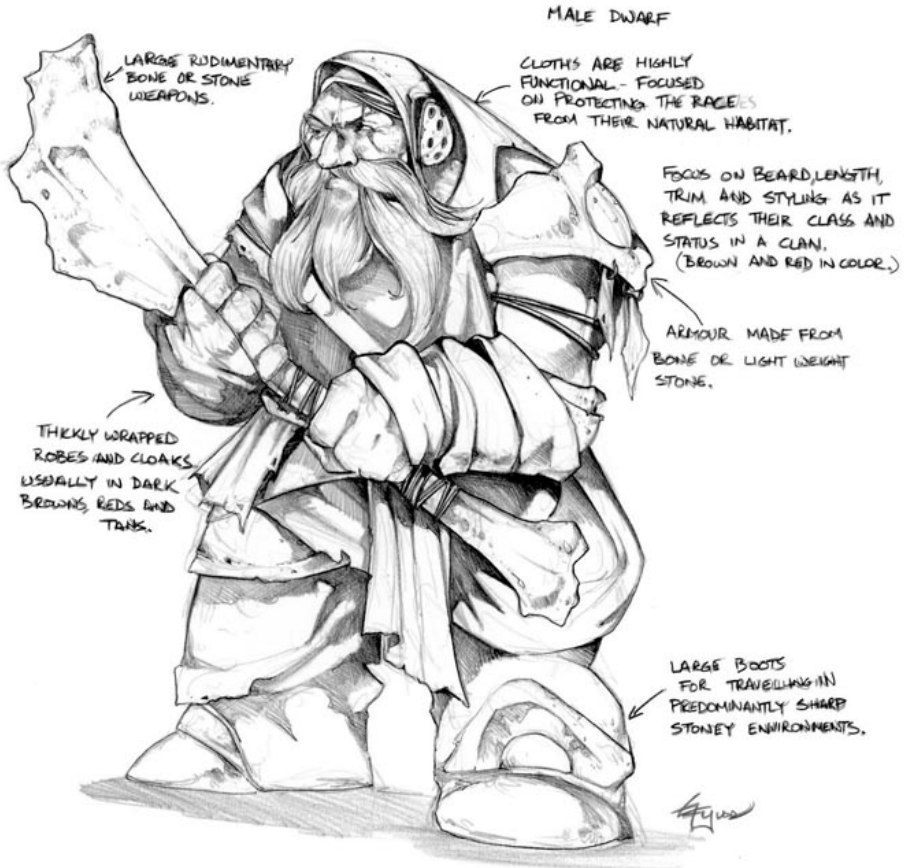
It took six years for Meranghi to avenge Lestree's loss and finally capture a Pro Tour title for France.

# The Dwarves

Monday, January 21, 2002

If you've been paying attention, you should have noticed that dwarves have replaced goblins as the red race of choice in the *Odyssey* block, evident in cards like Dwarven Strike Force and Whipkeeper.

Below are two images from the *Odyssey* styleguide that show how our artists conceptualized the Otarian dwarves.



# FEMALE DWARF



## Bearscape of the Dead

Tuesday, January 22, 2002

Dawn of the Dead was originally the name of card in *Odyssey*: a black enchantment that read, "1♣, remove two cards in your graveyard from the game: put a 2/2 black zombie creature token into play." But at the last minute, R&D decided that the card needed to be green, so they switched it into what we all know now as Bearscape.

However, everyone liked the name "Dawn of the Dead," and art had already been commissioned, so they purposefully made a *Torment* card that could use them.



## 2002 Fall Expansion

The 2002 Fall Expansion finally has an official name: *Onslaught*.

The designers are Mike Elliott (lead) and Mike Donais, and the Development Team is Randy Buehler (lead), Elaine Chase, Mike Donais, Brian Schneider, Henry Stern, and Worth Wollpert.

The set will be released this October, and we'll keep you posted as new information becomes available.

Wednesday, January 23, 2002



## Getting 2-for-1

Thursday, January 24, 2002

Very rarely, a submitted piece of art is "vast" enough that it provides enough material for *two* cards!

When *Odyssey* was being laid out, liberal art-shuffling left Gallantry "out in the cold" with no acceptable art at all. To solve the problem, the painting for Repentant Vampire was split in half, and the woman was used for Gallantry.

You can see the entire original painting below.





# Lavamancer's Buddy

Friday, January 25, 2002

*Torment's* Grim Lavamancer, previewed last week on the Sideboard<sup>2</sup>, has already had his picture on a Magic card. Here's how it happened:

Magic card concepts, like the card mechanics, can come from the unlikeliest of places. The idea of the Lavamancer was created during the *Odyssey* flavor text process. One of the flavor text writers came up with a couple cool lines and needed a character to quote. The character had to be a destructive red mage, so he came up with the name "lavamancer." The Creative Text team liked the name so much they wanted to use it as a card name. Unfortunately, the art had already been commissioned and none of the illustrations seemed to fit. Well, except one. The art of *Obstinate Familiar* showed the lizard sitting on a wizard's shoulder. The Creative Text team decided that the wizard was a perfect fit for the Lavamancer. So in *Torment*, they made sure to concept one of the red creatures as the Lavamancer. And since the Lavamancer never goes anywhere without his familiar, it was pictured on his should in the new art. The one change was that the new illustration showed the Lavamancer from a new angle so we could finally see his face.

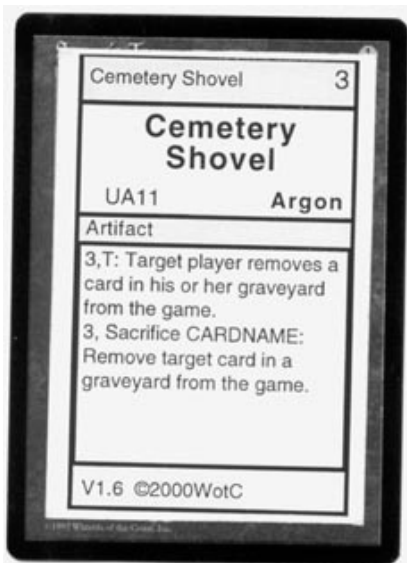


## Odyssey Artifacts

Monday, January 28, 2002

Here are four *Odyssey* artifact from early playtesting.

A few aspects of each card changed, and one of them actually wound up *not* being an artifact! Have any guesses as to what they ended up as?



## Blue Threshold

Tuesday, January 29, 2002

In *Odyssey* and *Torment*, blue is notoriously good at putting cards into the graveyard, which explains why it has so few threshold cards (It would have an unfair advantage over the other colors.).

The only threshold card blue had in *Odyssey* was the feeble Aboshan's Desire. In the sets original design, however, blue had more threshold cards, but they were balanced out by having *drawbacks* when threshold was reached! As an example: Testing showed that having blue fight itself with the graveyard filling cards and the drawback-threshold cards was a bad idea, so the Flock and its ilk were retired.



## What Color Is Winning?

Wednesday, January 30, 2002

If you haven't heard, we're running a feature called "You Make The Card," in which our readers get to vote on all the aspects of a card that will appear in a real expansion set in 2002.

Voting for the card's color has been going on for a week now, and the results may surprise you. As of Tuesday afternoon, blue had a slim lead over green! The totals (in order):

|   |       |      |
|---|-------|------|
| ♠ | Blue  | 1949 |
| ♣ | Green | 1920 |
| ♣ | Black | 1486 |
| ✱ | White | 1433 |
| ♠ | Red   | 1428 |
|   | Total | 8216 |

Voting will run through midnight Sunday night. If you haven't voted yet, do so by clicking the You Make The Card icon at the bottom of our front page<sup>3</sup>. Tell your friends to vote as well! Or, discuss it on our boards<sup>4</sup>! Will blue win, or can green edge it out? Or will one of the other three colors make a late run? Find out next Wednesday right here on [MagicTheGathering.com](http://MagicTheGathering.com)!

# Tainted Lands

Thursday, January 31, 2002

Here are the four "tainted" lands from *Torment*. When the cards were designed, the creative team thought it would be cool if they had the art "mirror" basic lands from *Odyssey*. So the original land artists were commissioned to do darker versions of their original basic lands.



## Alpha "Oops..."

Friday, February 1, 2002

In Magic "shorthand," letters often refer to mana symbols. For example, if a person says "R," he often means . Similarly, "XWB" really means .

I guess someone forgot to tell that to the people that typeset *Alpha*. Look at the two cards below – Phantasmal Forces and Force of Nature. See anything weird in the text boxes?

I know Forests tap for , but what taps for "G"? As with most errors in *Alpha*, these were fixed in *Beta*.



Oh, and artist Douglas Shuler's name is misspelled on the Force.



## *Judgment*

Monday, February 4, 2002

Yes, yes, I realize that *Torment* is officially available in stores today. But here at Wizards of the Coast, we're always thinking ahead. So here's an advanced look at the logo and expansion symbol for the next set, *Judgment*:



## Playtest names

Tuesday, February 5, 2002

It's a good thing we have a naming and continuity department here at Wizards of the Coast, otherwise you'd be playing with cards named "Hot Damage" and "Fat Elf." R&D might be great at coming up with abilities and mechanics, but no one ever mistook them for poets or bards.

Here are four *Torment* cards as they would have looked if their original design/playtest names were kept.



Shamblin Swarm, Radiate, Morningtide, Retraced Image

# Treasure Trove

Wednesday, February 6, 2002

Magic art takes many forms, but one of the coolest has to be the "ensemble piece" – an illustration that shows several recognizable elements from other cards all put together.

The original Treasure Trove from *Exodus* is one such piece. In it, the two characters Hanna and Karn are standing over a table full of artifacts. But those aren't just random objects – they are the Legacy, crucial to the saga of Gerrard and the *Weatherlight*, and most of them are actual **Magic** artifacts from other cards.

Down the left of the diagram, you can see:

- Hanna, Ship's Navigator – finally printed in *Invasion*
- the Skyshaper from *Exodus*
- the Thran Tome from the *Weatherlight* expansion

Down the right:

- Karn, Silver Golem – printed in *Urza's Saga*
- Touchstone from *Weatherlight*
- the Null Rod, also from *Weatherlight* (which would theoretically prevent the other artifacts from working, Karn included.)



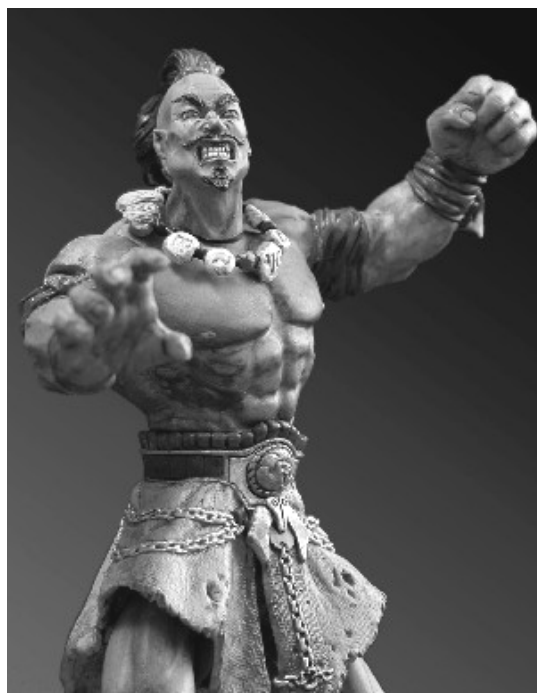
### THE FIRST-EVER MAGIC: THE GATHERING

#### ACTION FIGURES BREAK THE MOLD

*The Most Popular Characters From the World's Number-One*

*Trading Card Game Inspire New 3-D Collectibles for Fans and Players*

February 4, 2002 (Renton, Wash.) – Wizards of the Coast Inc., a subsidiary of Hasbro Inc. (NYSE:HAS) and global leader in the hobby game industry, announced today plans to release limited quantities of the first collectible **Magic: The Gathering®** action figures in fall 2002. Based on popular iconic characters and top creatures from the best competition-based strategy game ever created, **Magic®** Action Figures are chiseled into dynamic poses that mimic their actual cards in



high detail from sculpture and paint perspectives.

Each action figure will also include a randomly inserted *Seventh Edition™* card from the **Magic** trading card game (TCG), which was invented by Richard Garfield and first released in 1993. The **Magic: The Gathering** game is the most widely played TCG, with an active base of more than six million players in 52 countries and 80,000 official tournaments each year. In the **Magic** game, players become the game designers, choosing from thousands of creatures with unique battle abilities, building decks and crafting strategies. With the regular release of expansions, no two games are ever alike, delivering unmatched play value.

The creatures and characters chosen to be the first **Magic** action figures are among the most celebrated of the thousands that have been introduced on game cards over the last nine years. The Serra Angel, Lord of Atlantis, Sengir Vampire, and Erhnam Djinn action figures will solidify the legendary popularity of time-honored cards that are still highly sought after by collectors, professional tournament players and casual players alike. The Kamahl, Pit Fighter action figure will reinforce the rapid popularity of the card of the same name, which first appeared in the *Odyssey™* expansion, released in October 2001.

Another action figure will add new dimensions of celebrity and empowerment for one professional Magic player. The Shadowmage Infiltrator action figure is based on a card designed by the 2000 Magic Invitational champion, Jon Finkel. The action figure bears resemblance to both Finkel and his card, which was also included in the *Odyssey* expansion. The fall release marks a new product category for the **Magic: The Gathering** product line. It is also the second game innovation this year, after the release of **Magic Online**, that will provide players and fans with a fresh and heightened way to experience the game. Players and fans will finally have something solid to collect and display that represents coveted cards, reputed game-play strategies, and heroes or foes featured throughout the **Magic** novels.

The **Magic: The Gathering** TCG is printed in nine languages. There are approximately 80,000 **Magic** tournaments hosted annually by the DCI™ players' organization, the governing authority for all officially



sanctioned **Magic** tournaments. For more information on the **Magic: The Gathering** TCG, visit [playmagic.com](http://playmagic.com) or [wizards.com/magic](http://wizards.com/magic). A dedicated **Magic Online** website will launch later this year.

Wizards of the Coast is the worldwide market share leader in the TCG and tabletop roleplaying game categories. A leading developer and publisher of game-based entertainment products, as well as the owner and operator of one of the nation's largest specialty game retail chains, the company holds an exclusive patent on the play mechanic of TCGs. Headquartered near Seattle, Washington, Wizards of the Coast has international offices in Antwerp, Paris, Milan, London, Beijing and Sydney. For more information on Wizards of the Coast, visit the company's website and electronic retail store at [wizards.com](http://wizards.com).

## The most flavor

Friday, February 8, 2002

Llanowar Elves have been in the basic set since the beginning, making them one of the true constants of the game. But one thing keeps changing – their flavor text! Throughout seven printings of the basic set, they have gone through four different flavor text variations. They are:

### Alpha/Beta/Unlimited/Revised

Whenever the Llanowar Elves gather the fruits of their forest, they leave one plant of each type untouched, considering that nature's portion.

### 4th Edition

Hardened by their life in the haunted Llanowar Forest, these fierce beings are outcasts among elvenkind.

### 5th Edition/6th Edition

One bone broken for every twig snapped underfoot.

—Llanowar penalty for trespassing

### 7th Edition

Llanowar covers a million square miles, yet nobody enters the forest without the elves knowing it.





## "What If?" with *Odyssey* art II

Monday, February 11, 2002

What if we always used the art that was submitted for each card? Well, things would certainly look different, and we like to think that they'd make a little less sense.

Here's how some familiar *Odyssey* cards would look if we kept the art that was submitted for them:



### Devoted Caretaker

The woman in this illustration looks noble - devoted, even - but the problem is that she's so... so... green! Overall color tone is very important to card art, so accommodations were made for this art to be used on a green creature, namely Krozan Avenger.



### Volcanic Spray

Originally, this red spell was going to be called something like "Sandblast." But the art did not have enough of a "direct damage" feel to it; the nomads looked like they were walking in a high wind, not a damaging blast. So late in the process, when R&D realized they were short one white creature, they stole this art from red and Tireless Tribe was born.



### Ghastly Demise

Ghastly Demise destroys a creature based on how many cards are in your graveyard, so the team wanted to show the ground rising up to kill a creature. The submitted painting was a bit too "dynamic" for a simple removal spell, so it was relocated to a more game-breaking card: Upheaval.



### Luminous Guardian

This card was conceptualized as a white nomad that could block more than one creature at a time "because he is fast." Think "hockey goalie," with lightning-quick defensive reflexes. The art, however, showed speed in a more track-and-field kind of way, not at all suitable for a defensive white creature. Need for Speed gave the art a perfect home, however.

## Chinese art

Tuesday, February 12, 2002

The Chinese government has strict control over the media in their country, and Magic card art is no exception. Along with overtly sexual or violent illustrations, human skeletons are not permitted on the cards.

In order to comply to these strict regulations, art often has to be completely redone, but in some cases the original can be altered enough to pass. As an example, here is the card Charcoal Diamond from 7th Edition in its English version and its Simplified Chinese version.



## What type is winning?

Wednesday, February 13, 2002

"You Make The Card" in which our readers get to vote on all the aspects of a card that will appear in a real expansion set in 2002, is in full swing.

The color has been determined (green), and voting for the card's type has been going on for a week. As of Tuesday afternoon, "creature" had a wide lead over the field. The totals (in order):

|                                                                                              |      |
|----------------------------------------------------------------------------------------------|------|
|  Creature    | 949  |
|  Enchantment | 469  |
|  Instant     | 330  |
|  Sorcery     | 111  |
| Total                                                                                        | 1856 |

Voting will run through midnight Sunday night. If you haven't voted yet, do so by clicking the You Make The Card icon at the top of our front page. Tell your friends to vote as well! Or, discuss it on our boards! Will creature win? Or will one of the other three types make a late run? Find out next Wednesday right here on [MagicTheGathering.com](http://MagicTheGathering.com)!

## Kicker - sacrifice land

Thursday, February 14, 2002

*Invasion's* five-colored Coalition Symbol, or at least part of it, is buried in the art of most cards with the kicker ability. We'll explore the subtler ones later, but for now let's look at the most palpable examples.

The five *Planeshift* commons that require a land sacrifice as their kicker cost (Pollen Remedy, Falling Timber, Magma Burst, Bog Down, and Rushing River) all have their respective pieces of the symbol as a focal point of the art. (Okay, maybe Bog Down's puddle is not the focal point...).

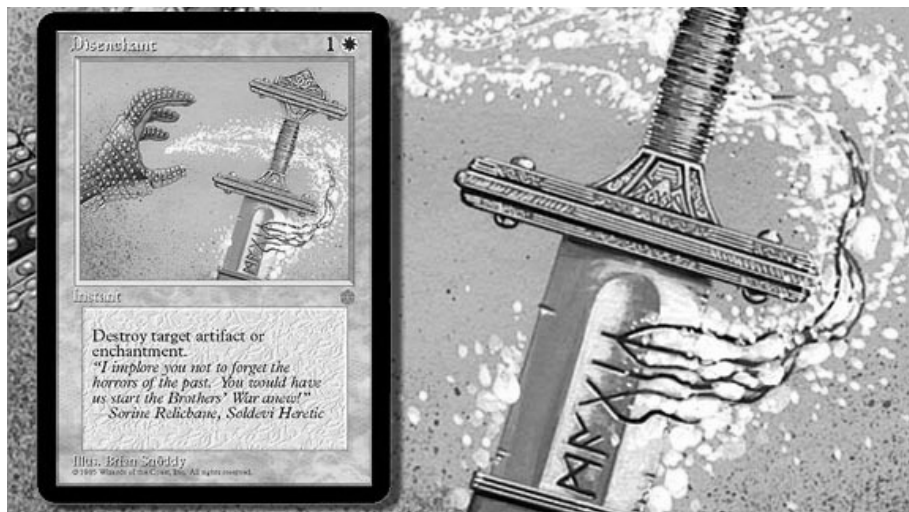
If you didn't know to look, it might not have been obvious. But lined up side-by-side, it should be easy to see the symbol's presence.



## Norse runes

Friday, February 15, 2002

Here are two images from *Ice Age*, both by artist Brian Snöddy, that contain little "hidden messages" in Norse runes:



On Disenchant, the characters on the sword blade are from an alphabet known as the "Anglo-Saxon Futhorc." They spell out "MAGIK," or Magic.



On Chaos Lord, the characters on his shield are from the "Elder Futhark" runic alphabet. They spell out "I AM REALE MEAN," which is as close to "I am really mean" as you can get with that alphabet. He sure is.

For more information on runes, visit The Runic Journey: An Online Exploration of the Norse Runes at <http://www.tarahill.com/runes/>.



## Aven homage

Monday, February 18, 2002

Sometimes cards are reprinted without being actual "reprints;" the new cards have the same functionality as the old ones, but different names. (Meaning you could use four of each in a deck.)

Two of *Odyssey's* Aven are just such cards. Aven Cloudchaser and Aven Fisher are descended from *Tempest's* Cloudchaser Eagle and *Urza's Destiny's* Kingfisher, respectively. Both new cards pay homage to the old ones not only in name, but also subtly in their art (the speared fish being the most obvious link).





# Mirage playtest cards

Tuesday, February 19, 2002

Here are four cards from early *Mirage* playtesting.

While a few aspects of each card changed, the thing they have in common is that none of them actually ended up in *Mirage* - they all ended up in *Visions*! Have any guesses as to what they turned out to be? (Okay, the first one's a gimme...)



Quicksand, Tadrūm Champion, Knight of the Mists,

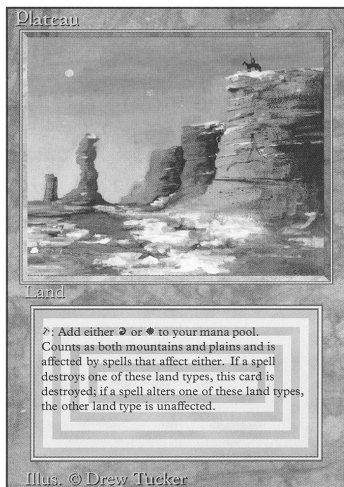
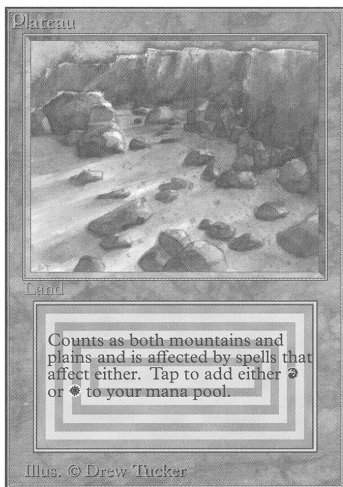
## Plateau(s)

Wednesday, February 20, 2002

If you've ever seen an older (*Unlimited* or before) version of the dual-land Plateau, you probably noticed that the art used in those editions was different than that on the more plentiful *Revised* version.

The swap was not intentional. Between the printing of *Unlimited* and *Revised*, the computer file of the Drew Tucker art became corrupted and the original painting was lost, leaving the production team with no reasonable way to create a high-quality image. Luckily, art for dual-lands had been commissioned for the then-upcoming *Ice Age* set.

R&D eventually determined that dual-lands were too powerful to put into *Ice Age*, meaning the art wouldn't be needed for that set. So the Cornelius Brudi Plateau painting was then used as a stand-in for the original in the base set, and was actually misattributed to the original artist, Drew Tucker.

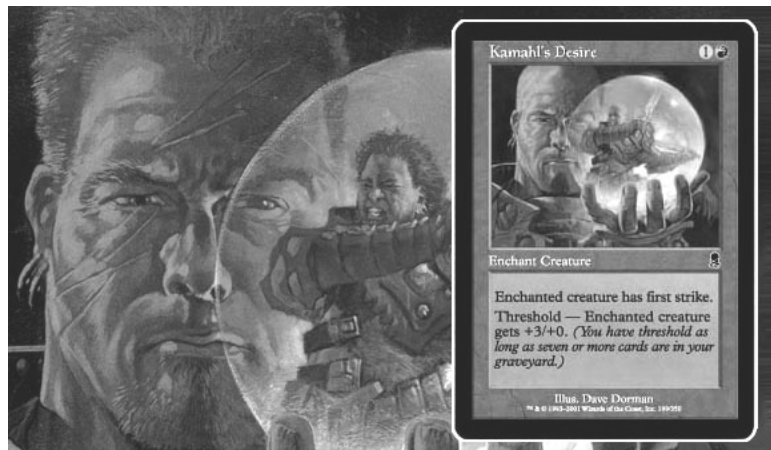


## Hair apparent

Thursday, February 21, 2002

In the original *Odyssey* Style Guide, Kamahl had short-cropped red hair. (See Jeremy Cranford's Style Guide article<sup>5</sup> for a picture.) But when Kev Walker sent in the card art for Kamahl, Pit Fighter, our hero was bald. The creative team liked Kamahl's new shiney-domed look, but what about other art featuring the barbarian legend?

The biggest impact was on the card Kamahl's Desire. Dave Dorman painted on the hair, just like he was supposed to according to the Style Guide. It took a good deal of tinkering with the art to get Kamahl's head shaved just right.



As a side effect, Barbarian Lunatic's art was changed as well. The original Lunatic art (by Ron Spears) showed a *bald* barbarian wielding a huge sword and axe, and suddenly that picture looked too much like Kamahl! So he was given a shaggy head of hair to prevent confusion. Now that's a hair transplant!



## Style Guide: Aven

Friday, February 22, 2002

Here's the Style Guide sheet for the Aven race. The *Odyssey* storyline called for three different sub-races of Avens, of which only one could fly. The flying ones were the only sub-race to be represented on cards, and you can see them in detail below.

### Aven concept

These guys would be a golden color with a white underside. The armor would be amazingly light and made of a thick leatherlike skin.

hand talon detail



The weapons would be made of a combination of metal and bone.

7'  
tall

Its armor would vary in color according to the rank of the warrior. From dark browns to bright gold and finally white.



Thick cabled whip-like weapon with articulating steel claws at the ends.



## Alpha "Oops..." II

Monday, February 25, 2002

When *Alpha* came out, Orcs must've thought they were kings of the world. All their spells cost **12**! Now, obviously Ironclaw Orcs is supposed to cost two mana, but what about Orcish Artillery and Orcish Oriflamme?



Those two cards inadvertently received casting costs of **12**, later changed to **122** and **32** respectively in *Beta*. The switch is not to be seen as a "changing" of their costs – they were never intended to cost two. It was simply a pair of misprints.



## Playtest names II

Tuesday, February 26, 2002

It's a good thing we have a naming and continuity department here at Wizards of the Coast, otherwise you'd be playing with cards named "Constructed Shade" and "Blue Tapper." R&D might be great at coming up with abilities and mechanics, but no one ever mistook them for poets or bards.

Here are four *Torment* cards as they would have looked if their original design/playtest names were kept.



Dwell on the Past, Organ Grinder, Spirit Flare, Longhorn Firebeast



# Atog breeding

Wednesday, February 27, 2002

It took a long time (from *Antiquities* to *Tempest*, or eleven expansions) for R&D to come with an atog in each color (Atog, Foratog, Chronatog, Necratog, and Auratog). With *Odyssey*, their numbers more than doubled in one fell swoop. Where did all these new atogs come from? Well, the old ones must have been breeding.

When art descriptions were sent to the card illustrators for the new atogs, the directions were simple: show a hybrid of the two earlier atogs that share its colors. We explained what happened to the Lithatog art in an earlier *Arcana*, but the other four came back looking perfect. Below is a layout of atog parentage.

Aww, look, he has his mother's smile!



## Sketches: Vengeful Dreams

Thursday, February 28, 2002

"Sketches" is a new regular feature in Magic Arcana that will showcase the intermediate steps of the art process. Putting art on cards is a four step progression, starting with a description from the creative team and ending with the card itself. Today's card is *Torment's* Vengeful Dreams, by Mark Tedin.

### 1. Art Description

These are the instructions given to the artist:

"This card should show an angel in the center of a group of dark, evil beings. The beings were attacking the angel, but because of the her spell have now started to disappear or dissolve away. The main focus of the card is the huge size of the spell."

### 2. Sketch

This is the preliminary sketch submitted by Mark Tedin, along with some of his own notes. The card was called "Angel's Purge" in its initial incarnation.



#36406 - ANGEL'S PURGE - A SERA ANGEL IS USING A LAST-DITCH BURST OF LIGHT TO DISSIPATE A GROUP OF DARK EVIL-LOOKING CREATURES. FOCUS IS ON BURST OF LIGHT OVER HER BODY. HALF-FLAME, HALF-ENERGY BURST. HER WINGS COMBINE WITH THE EFFECT, RADIATING STABBING ENERGY SPIKES.

4-16  
MARK TEDIN © 2001

### 3. Final Art

Here is a large version of Mark's final painting.



### 4. Card

Finally, here is the card as you all know it today.





# Mega-Mega-Cycle

Friday, March 1, 2002

During *Mirage* development, there was some desire to create a legendary land called Teferi's Isle. The island was crucial to the story and Bill Rose, the lead designer and developer of *Mirage*, felt it should be included. As it was so tied to blue in the story, Rose felt it needed to produce blue mana. But there were no other legendary lands that made sense for the other four colors. To include it would set the colors out of balance. The development team (Rose, William Jockusch, Mark Rosewater, and Mike Elliott) came up with a novel solution: What if Teferi's Isle was the first card of a "mega-mega-cycle?" In each block, R&D would include a legendary land in the cycle for the next five years. (It was called a "mega-mega-cycle" as opposed to a "mega-cycle" since the cards would appear once per block rather than once per set.)

For extra style points, R&D included the cards in a little pattern:

- ☛ *Mirage* block (in the first set, *Mirage*): Teferi's Isle (blue)
- ☛ *Tempest* block (in the second set, *Stronghold*): Volrath's Stronghold (black)
- ☛ *Urza's* block (in the third set, *Urza's Destiny*): Yavimaya Hollow (green)
- ☛ *Masques* block: (in the second set, *Nemesis*): Kor Haven (white)
- ☛ *Invasion* block (in the first set, *Invasion*): Keldon Necropolis (red)



## Legends product images

Monday, March 4, 2002

*Legends* probably predates many current players, and as a result these players have never seen a box or even a single booster pack. Here, then, is a history lesson of sorts.

The booster packs were not very flashy back then and did not feature card art. They were also plastic as opposed to foil, which unfortunately made it easy to determine their contents without opening them.



*Legends* was only sold in booster packs; even though it was a 310-card set, it did not contain basic land and was not considered a "stand-alone" expansion. Hence, there were no *Legends* starter decks.

Included in every pack was a "*Legends* Rules Card" that tried to explain – in very small text – the new keywords and mechanics. Such inserts have since been abandoned for "reminder text" on the cards themselves.

### New Magic: The Gathering Rules Specific to *Legends* Cards

#### Bands with Other (Creature Type)

Creatures with the ability *bands with other* (creature type) have a limited form of the banding ability.

When attacking, a creature with this ability may join with any number of attacking creatures as long as they all have banding or bands with other (creature type) where the creature type listed is the same. The choice to use this ability must be announced when the attack is declared. These creatures must then be treated as if they had joined together using the regular banding ability.

When defending, if at least two creatures with the ability *bands with other* (creature type), where the creature type listed is the same, block the same attacker or attackers, then the damage from the attacking creature or creatures is distributed among all the blockers of this attacker or attackers as the defending player desires.

#### Rampage

After defense is chosen but before damage is assigned, an attacking creature with *rampage*+ gains +\*/+\* until end of turn for each creature beyond the first assigned to block it.

#### Multicolored Cards

Any card whose casting cost includes more than one color of mana is considered multicolored; it is all the colors in its casting cost. For example, a card with red mana and black mana in its casting cost is considered both black and

red. Thus a spell that affects only black cards would affect it, and a spell that says it does not affect red cards would not affect it. Either Circle of Protection: Black or Circle of Protection: Red would prevent damage done by this card.

#### Enchant World

*Enchant world* cards are treated like enchantments, except that only one enchant world may be in play at a time. If one enchant world is brought into play while another is already in play, the one already in play is buried.

#### Legends and Legendary Lands

*Legends* are considered creatures except that there may be only one legend of the same name in play at a time. If a second legend of the same name is brought into play, it is buried. If more than one legend of the same name is brought into play at the same time, all of them are buried. *Legendary lands* are treated in the same manner, except that they are considered lands instead of creatures.

#### General Rule Clarifications

When something changes a creature's power and toughness to specific numbers, such as 0/2, play as if these numbers appeared in the lower right-hand corner of the card. Other cards may legally modify these numbers.

If you take control of an opponent's card during the course of a game, you always return it to its owner at the end of game unless the card by which you gained control specifically states that you become the owner of the controlled card. If the controlled card is placed in the graveyard during play, bury it in its owner's graveyard.



## Tome... or Tomb?

Tuesday, March 5, 2002

Peter Adkison was the founder of Wizards of the Coast and its CEO until 2001. When *Legends* was being created, the designers wanted to pay homage to Peter.

Alchor was the name of Peter's main Dungeon & Dragons character that he had been playing for nearly 20 years. Steve Conard designed a card called Alchor's Tome, which was fitting because Alchor was a great and powerful magician. But in a file somewhere along the line "Tome" was misspelled as "Tomb." No one caught the mix-up, and the artist painted exactly what he was told to: a tomb. With that art, there was no other option but to leave it as Alchor's Tomb.

Peter was amused by the implication that Alchor was dead, stating, "It's appropriate; I seldom get a chance to play anymore since I started Wizards of the Coast."

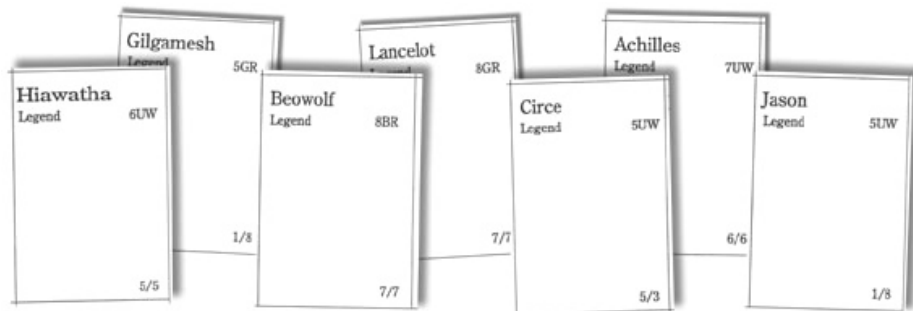


## A real legend

Wednesday, March 6, 2002

The original playtest file for *Legends* contained cards for several characters culled from other sources, including:

- ☛ Hiawatha, the greatest of all American Indian heroes;
- ☛ Gilgamesh, the ancient king of Babylon;
- ☛ Beowulf, of Anglo-Saxon epic poem fame;
- ☛ Lancelot, King Arthur's right-hand man;
- ☛ Circe, the black sorceress that turned Odysseus into a pig;
- ☛ Achilles, the fabled Greek charioteer; and
- ☛ Jason, the captain of the legendary ship *Argo*.



Steve and Robin eventually decided that the set would be better off without preexisting characters, so they decided to scrap them all in favor of their own unique creations. But when the set was finished, one character from existing lore made it in: Nebuchadnezzar.

Nebuchadnezzar was more than just a legend, he was a real person – the biblical king of the Chaldean Empire. Aside from the destruction of Jerusalem and Judah, Nebuchadnezzar is best known for his efforts to rebuild Babylon, which became one of the most wondrous cities in the world during his reign. The fabled Hanging Gardens were constructed by Nebuchadnezzar's decree, and he also rebuilt the Temple of Marduk and its ziggurat, which are now referred to collectively as the Tower of Babel.

The card was submitted as "Nebuchadrezzar," which is an alternate spelling of the name. The Editing department changed it to the more common spelling.



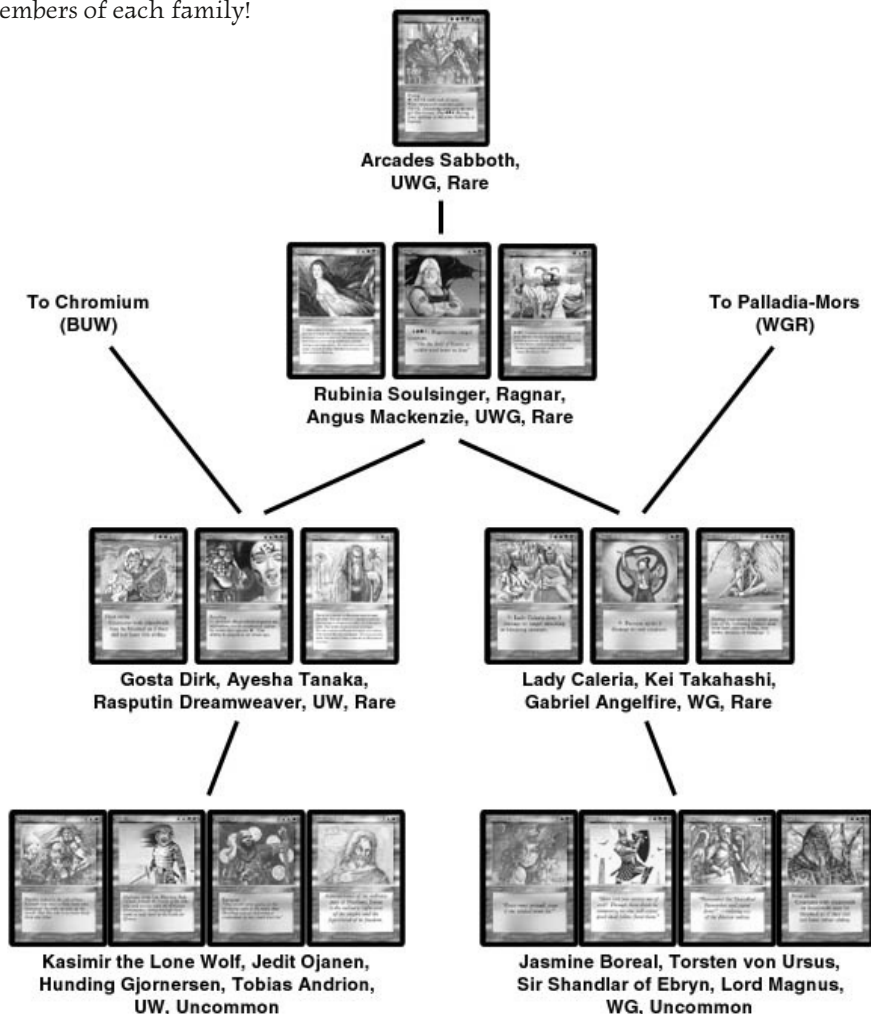
# Family trees

Thursday, March 7, 2002

There are 55 actual legends in the *Legends* set. That number is divisible by five, so there must be some sort of cycles present, but with all the different colors in their mana costs, it's hard to sort them out.

But there is indeed a pattern. Each allied three-color combination is headed up by one (rare) Elder Dragon Legend, and beneath him are three other rare tri-colored legends. Beneath them, the colors split into allied pairs, and each pair is represented by three more rare and four uncommon legends.

In the example below, the "family tree" is diagrammed for the blue/white/green legends, headed up by "Mr. Castle," Arcades Sabboth. Each three-color combination can be laid out just so. If you're ambitious, try building decks that utilize all the members of each family!



## Magic meets D&D

Friday, March 8, 2002

*Legends* designer Steve Conard writes:

I wanted to provide stats for one of the Legend characters out of my *Dungeons & Dragons* campaign for this week's dedication to the *Legends* set. The Lady of the Mountain was the most up-to-date character, so I decided to use her. When I looked at her stats, I realized they were mostly gibberish. Until the release of the new D&D rules, the gaming group I hang out with played a hybrid, over-engineered *Dungeons & Dragons*-style game. We called it D&D, it was based on D&D, we used D&D terminology, but it wasn't quite D&D. I don't want to go into our gaming philosophy here, that would take entirely too long (if you ever read the *Primal Order* game system you will get a good sense of it). The reason I'm mentioning this is because the stats on the Lady of the Mountain are pretty impressive and over-the-top. I debated making up new stats, but that's not what people want to see, so I kept her real ones. No one would easily understand our "personalized" system so we (Cliff "CJ" Jones and I) converted her to today's D&D rules (and liberally "bent" a few of them -- necessary when converting a character of this power level).

We are currently playing solely with the new D&D rules. The system is so good, why should we play anything else? The power gamer in me can't wait until the *Epic Level Handbook* and *Deities and Demigods* is released. I already peeked at the manuscripts; I couldn't help myself. While most of the "unfamiliar" material below (including the magic items) was self-generated and specific to my campaign, some of it was taken from those as-yet-unreleased books. Shhh... Don't tell anyone.



Full stats available on [archive.org](http://archive.org), see QE Code at page 32X.

## Sketches: Fiery Temper

Monday, March 11, 2002

Today's card is *Torment's* Fiery Temper, by the Brothers Hildebrandt. Greg and Tim are forty-year veterans of fantasy art.

### 1. Art Description

These are the instructions given to the artist:

"This card should show a red wizard casting a spell which causes its victim to burn. The main focus of this card is the fact that the wizard is a psychopath and that he is enjoying his work."

### 2. Sketch

This is the preliminary sketch submitted by Greg Hildebrandt. It is very quick and rough, but with a portfolio like theirs, the art department knows the final product will look good. The card was called "Sear" in its earliest incarnation.



Greg Hildebrandt - Sear



### 3. Final Art

Here is a large version of their final painting.



### 4. Card

Finally, here is the card as you all know it today.



## What is the example?

Tuesday, March 12, 2002

The rare *Odyssey* artifact Charmed Pendant is one of a handful of cards that uses an example in its reminder text. The Pendant states that if you reveal a card that costs 3 $\text{U}$  $\text{B}$  $\text{G}$ , you add  $\text{U}$  $\text{B}$  $\text{G}$  to your mana pool.

So what card is referred to in the example? Editing wanted to use a real, unique card when they were devising the example, so they chose the only card with a mana cost listed as 3 $\text{U}$  $\text{B}$  $\text{G}$  – Spinal Embrace.

One other old card has a functionally identical mana cost: *Legends'* Princess Lucrezia's cost is written as 3 $\text{U}$  $\text{B}$  $\text{G}$ . Back then, costs didn't follow the same rules they do now. Currently, all multi-colored mana costs are ordered clockwise around the color wheel. In the Oracle reference, Princess Lucrezia's mana cost appears in the current correct form – identical to Spinal Embrace's 3 $\text{U}$  $\text{B}$  $\text{G}$ .



# Chinese Skeletons

Wednesday, March 13, 2002

The Chinese government has strict control over the media in their country, and Magic card art is no exception. Along with overtly sexual or violent illustrations, human skeletons are not permitted on the cards.



In order to comply to these strict regulations, art often has to be completely redone, but in some cases the original can be altered enough to pass. The above example shows how the Unworthy Dead from *Urza's Saga* were given some flesh and muscle to cover their exposed bones for the Chinese version.

The redone Unworthy Dead art was then used *again* for the Chinese *Sixth Edition* Drudge Skeletons. As a rule, art is never used twice on *different* cards, but when the government gets involved, rules sometimes need to be broken. (The English 6E Skeletons is to the right; altering that art was probably too daunting a task under the deadlines.)



# The Secrets of Magic

Thursday, March 14, 2002

The *Secrets of Magic*<sup>6</sup> is a new anthology of short stories edited by Jess Lebow. Each story reveals some previously undisclosed aspect of the Magic world.

Our own Rei Nakazawa wrote up a quick blurb for each story and tied them all to specific Magic cards, like Plague Rats, Kukemssa Pirates, and Balthor the Stout. You can read Rei's synopsis<sup>7</sup> here... and then go read the book!

Everyone loves being let in on a secret. By shining some light into formerly dark corners, you gain a new understanding of things you thought were familiar. Knowing the storyline of the *Urza's* block and *Invasion* block, for example, surely made the *Antiquities* storyline look a lot different. But secrets, being secrets, are very hard to come by. A seemingly insignificant event on its own can take on extraordinary meaning if put into the right context. In *The Secrets of Magic*, top-notch writers share some of Dominaria's secrets with you, giving you a glimpse into dark corners of the Magic world the cards only hint at. What sort of secrets? See for yourself:



**Obsessive Search, *Torment*:** As this card amply shows in its art, the quest for knowledge can pull even the brightest mind into a power hunger rivaled only by the most selfish black mages. Paul B. Thompson tells a story of what may happen when that fever gets a grip. During the long *Ice Age*, a powerful wizard is dying. Scribes and rival wizards alike scramble to record his secrets before he expires. But one scribe in particular gains a bit of knowledge that he shouldn't – a bit of knowledge that would one day have far-reaching consequences no one could ever imagine.



**Plague Rats, *Alpha* thru *Fourth Edition*:** The whole point of this classic card is a valuable warning: Creatures that are weak alone can become much more dangerous in numbers. Residents of a distant, shadow-filled land learn this the hard way when these vermin start overwhelming entire villages with a crippling disease. Philip Athans tells of a little girl, just one of the many orphans created by the dreaded rats, and a kind patron that she finds in the most unexpected place.





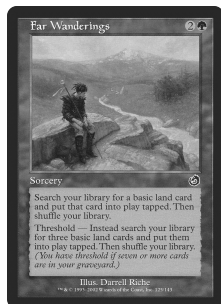
**Elvish Scout, Christopher Rush, *Fallen Empires*, or Elvish Hunter, Susan van Camp, *Fallen Empires*:** The elves have never been a race given to direct confrontation or close hand-to-hand combat. They instead prefer to attack from a distance, to observe the enemy's weakness, and take it out with a surgical strike. Nate Levin's elven protagonist, Kylor, is one of these scouts, sent by her clan to investigate a new human settlement on the outskirts of the forest. But on the way, she meets an odd character who helps her along in her journey – a character that will be very familiar to many Magic players.



**Goblin King, *Seventh Edition*:** This card more than any other has always summed up the chaotic nature of goblin society. How else can you describe a culture where the main route to leadership is assassination? Jim Bishop tries with his look into the inner workings of goblin government. Though they're not too bright, the goblins have more than enough numbers and firepower to take care of a hapless army trying to get through their territory. When one of the goblins is captured, he'll have to do everything he can to survive.



**Kukemssa Pirates, *Mirage*:** Who hasn't dreamed of living a life of adventure or of roaming the high seas in search of gold and glory? These pirates live that dream, and the captain of the *Burning Vengeance*, according to Chris Pramas, even has his honorable side. When he and his band of cutthroats encounter a ship that might be trading in slaves, he keeps its captain captive until he can discover the truth. What he didn't count on was the presence of one very special stowaway...



**Far Wanderings, *Torment*:** Imagine what it's like to be the druid in the art, looking out at the vast forest below. A sight like that can make you feel pretty small and insignificant, especially when you remember that, despite all its beauty, nature can be very dangerous. Cory Herndon definitely remembers that, and so will his characters, especially Tenya, the daughter of a powerful elf chieftain. She is due to be married to the son of a powerful human, which should cement an alliance between the two races. But one of nature's fouler children disrupts the wedding, and she and her would-be groom must learn to trust each other if they want to rescue their families from this terrible threat.





**Seafloor Debris**, *Odyssey*: The Phyrexian invasion left behind many victims. This card shows you just one of them, and it gives you an idea of the utter devastation that the Apocalypse left behind underwater. J. Robert King introduces you to a motley group of outcasts from the Vodalian Empire who are lucky enough to be among the few survivors of Yawgmoth's destruction. Left in the ruins of the once-mighty empire, this band must find a way to survive and rebuild, or die trying.



**Balthor the Stout**, *Torment*: Balthor's illustration gives you an idea of what the dwarf is like: hearty, an eager fighter, and a commander of great loyalty. Will McDermott's tale adds a little more meat to the background of this important *Odyssey* block character. When the Phyrexian invasion ends, most survivors return home to pick up the pieces. One dwarf, however, finds he cannot. Can he find a new home among a strange people?



**Ambassador Laquatus**, *Torment*: Think you know Ambassador Laquatus? His poisonous smile, his keen mind, and his endless ambition are all well-known. But what darker secret does his past hold? How did a merfolk come into the service of the cephalids? Vance Moore adds yet another crime to Laquatus's long list, as he shows you just how Aboshan and his cephalid empire came to rule the waters around the continent of Otaria.



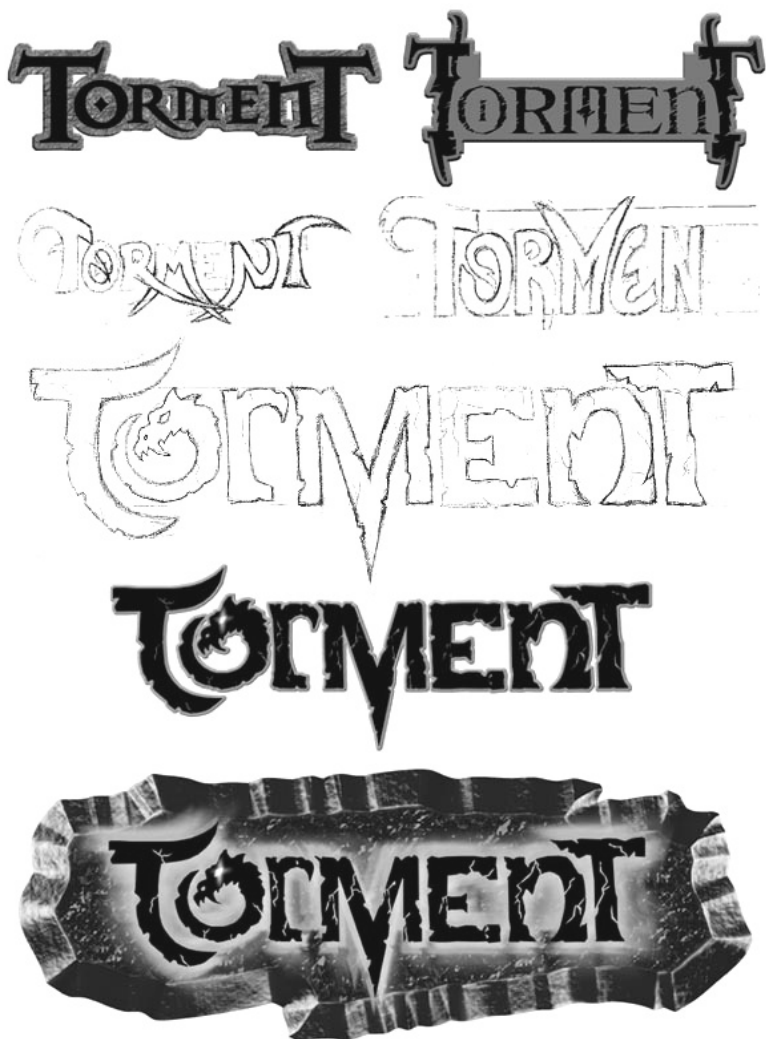
**Insidious Dreams**, *Torment*: Evil dreams of many things: power, gold, knowledge. Its dark thoughts, and its insatiable urge to have it all, are admirably expressed in this card's illustration, and it's also what drives the main character of Scott McGough's story. A member of a powerful crime family, this young man is nonetheless a minor figure compared to his powerful mother and magically gifted siblings and cousins. His dreams of becoming something more are granted, and his actions will start a dynasty of evil that will last for centuries.

## Torment logos

Friday, March 15, 2002

Everything associated with *Magic* goes through some sort of development process, and logos are no exception. The art department creates several different versions of each expansion's logo, and after much tweaking and deliberating, one is found that makes everyone happy.

At the top are a couple early attempts at the *Torment* logo done on a computer, but the one that was finally settled on was drawn by hand by Jen Ponce. Below are some of her sketches, followed by the full logo evolution.



## Pro Tour - Osaka

Monday, March 18, 2002

The Magic Colony wins Pro Tour - Osaka! It may have been a laughable off-chance going into Day 2, but Ken Ho fought hard through Day 2, winning his last match to score a spot in the Top 8. In the finals he met man of destiny Olivier Ruel, whose last-place finish in the Magic Invitational meant he's due to win a Pro Tour this year. Ruel confirmed it by taking the first two games. But with his back against the wall, Ho smashed through to victory. What's more, he was carried there on the back of his most-mocked card: Tarnished Citadel. Congratulations to Ken Ho, Pro Tour - Osaka Champion!



## Death to Vhati

Tuesday, March 19, 2002

In his article yesterday<sup>8</sup>, Mark Rosewater wrote, "One of my favorite contributions to *Tempest* was a series of three cards that spelled out a little scene between Greven *il*-Vec and Vhati *il*-Dal."

Here is that sequence of flavor text, spanning Repentance, Vhati *il*-Dal, and Diabolic Edict.

The story behind this exchange is as follows: Greven had boarded the *Weatherlight* and was engaged in a swordfight with Gerrard. Vhati – back aboard the *Predator* – ordered his moggs to fire upon the *Weatherlight*, hoping to kill Gerrard and rid himself of they tyrannical Greven at the same time. Unfortunately for Vhati, things didn't go as planned...



## Connected text

Wednesday, March 20, 2002

In his article on Monday, Mark referred to a "cool little trick" that involved the flavor text of Awakening. Well, here it is.

The flavor text from Awakening ends with the word "Charge," which is also the first word in the flavor text for another *Stronghold* card, Primal Rage. On purpose? Of course!

Awakening's text is the tail end of a rallying speech Eladamri is making to the elves and Vec before they storm the Stronghold... and Primal Rage shows the army responding to Eladamri's orders. These two cards are the only instance of connected flavor text linked by a common word.



## Four-letter words

Thursday, March 21, 2002

Way back when, when *Mirage* flavor text was being written, the team was having trouble deciding what flavor text to put on Ray of Command. They were stumped. The card was brought up at a meeting, and Bill Rose – now the head of R&D – blurted out, "Heel."

Simple, effective, hmmm... The team liked it; in fact, the shortness of it inspired them to continue making four-letter flavor text over the next few sets. Ray of Command was in *Mirage*, then two more four-letter flavor texts appeared in *Visions*, and then one each in *Weatherlight*, *Tempest*, *Stronghold*, and *Exodus*, culminating with one final hurrah in *Unglued*.

Can you name all of the four-letter flavor text cards? Answer below.



*Mirage*: Ray of Command  
*Visions*: Magma Mine  
*Visions*: Goblin Recruiter  
*Weatherlight*: Mwonvuli Ooze

*Tempest*: Jinxed Idol  
*Stronghold*: Cannibalize  
*Exodus*: Monstrous Hound  
*Unglued*: Hungry Hungry Heifer



# Revisionist history

Friday, March 22, 2002

Even when flavor text is carried over from edition to edition, it gets scrutinized by the continuity and editing departments. Sometimes rules for capitalizing certain words are revised, or the way a quote is attributed is changed.

But sometimes the quote gets tinkered with slightly just to make it clearer or "flow" better, or to use up space that magically appears when rules text gets consolidated. Hurkyl's Recall went through a few of these oh-so-minor tweaks.



The phrase "like many" was added between the *Antiquities* and *Revised* versions, in an attempt to give the character Hurkyl more weight. In *Fourth Edition*, the text changed again; the phrase "and former student" was inserted to clarify the relationship between the two mages.

*"The universe is not rough-hewn, but perfect in its details."* —Henry David Thoreau

## Sketches: Cabal Surgeon

Monday, March 25, 2002

Today's card is *Torment's* Cabal Surgeon, by Donato Giancola. Donato is famous for his book covers as well as his **Magic** illustrations.

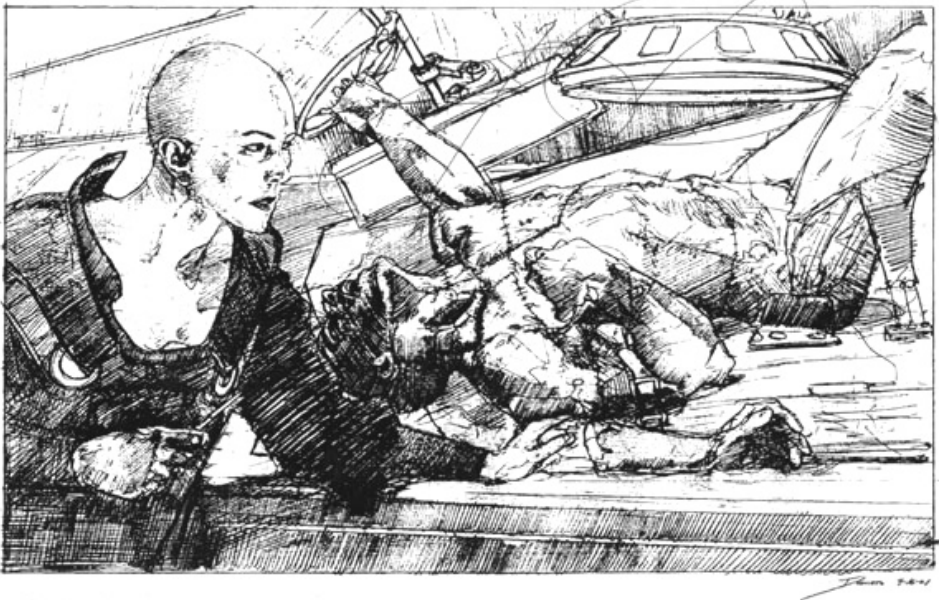
### 1. Art Description

These are the instructions given to the artist:

"This card should show a cabal healer who is patching together dead body parts to make one being. This is a serious piece but please do not get real gross with this one."

### 2. Sketch

This is the preliminary sketch submitted by Donato; the card was originally called "Cabal Healer." Donato did a fine job of making the image creepy without being gross. The **Magic** Brand team were concerned that the surgical lamp looked too modern, so they specifically asked Donato to change the look of it..



CABAL HEALER

# 36437 VENDETTA

### 3. Final Art

Here is a large version of his final painting. Note that the lamp has been changed.



### 4. Card

Finally, here is the card as you all know it today. The art was too wide to fit, so a little of the "patient's" legs was cropped off.



## The eternal cardback

Tuesday, March 26, 2002

Many, many things in **Magic** have changed since the days of *Alpha*, but one constant has been with us the whole way – the cardback.

A new cardback was designed for *Arabian Nights* (we'll get into that later), but the decision was made to keep things uniform, and that decision has been a good one.

But recently, a change was almost inadvertently made...

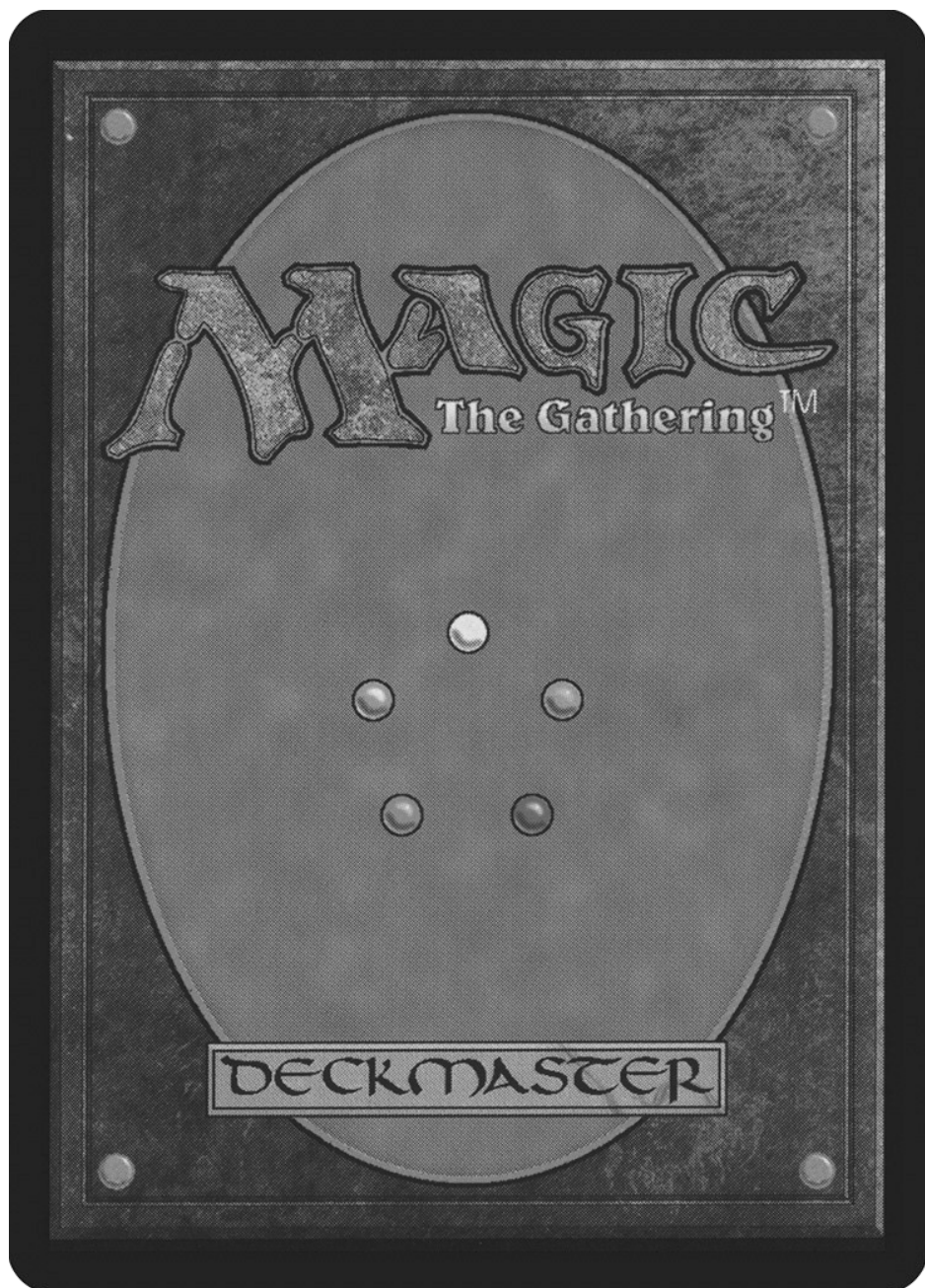
See anything weird with this card?

Well, the subtle difference is that someone here decided the word "Deckmaster" needed to be trademarked, without thinking of the ramifications the change would have on the game, namely that players could cheat by using lands that didn't have the extra trademark and spells that did, or vice versa.

Granted, the change was attempted with the best intentions. But luckily our "quality control" also has the best intentions, and the change was never implemented. The cardback is eternal.







A scan of a real cardback... no trademark after "Deckmaster."



## Battlemage Coalition

Wednesday, March 27, 2002

As Matt Cavotta referred to in his interview<sup>9</sup>, each Battlemage from *Planeshift* contains two parts of the Coalition symbol in its artwork, corresponding to the two kicker colors each card has.

The five Battlemages are shown below (clockwise from top-left: Thornscape Battlemage, Sunscape Battlemage, Stormscape Battlemage, Nightscape Battlemage, and Thunderscape Battlemage) with the Coalition symbols highlighted. Check your other kicker cards for Coalition symbols, too!



Notice the "black" Coalition symbol on the Thunderscape Battlemage's axe. Sure, it's black, but that's really the blue symbol. Sometimes the artists make small mistakes – so small that no one catches them until the card is printed.

## Legends playtest cards

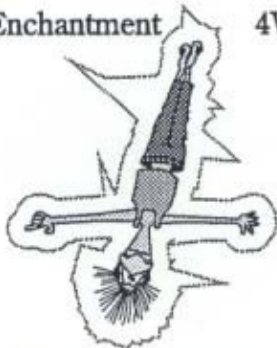
Thursday, March 28, 2002

We have extra cards lying around from Legends Week, so we might as well show them! Here are four cards from early *Legends* playtesting.

Some of them changed a little before they went to press, some a lot. Have any guesses as to what they turned out to be?

### Reverse Gravity

Enchantment 4W



Players turn their libraries upside down and draw the card that is showing each turn.

### Chasm

Enchantment 5W



Only flying creatures can damage the caster.

### Hag

Summon 4U



Any creature who kills the Hag is reduced to 1/1. 3/3

### Rat King

Summon 4G



If not blocked the Rat may chomp & destroy an artifact. No damage to opponent. 2/2

# Single-surface topology

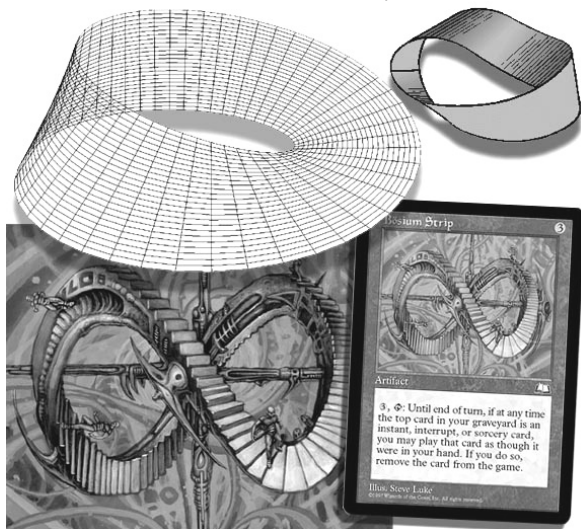
Friday, March 29, 2002

Flavor Text Week spurred a lot of debate about the place of literature in Magic, but the intellectual first love of most of the people behind Magic is math. Richard Garfield has a Ph.D. in combinational mathematics and several member of R&D have similar math backgrounds.

So it should be no surprise that mathematical ideas find their way onto cards.

## Möbius strip

The Möbius strip is the simplest geometric shape which has only one surface and only one edge. It can be created by taking a strip of paper, giving it a half twist along its long axis, and then joining the two narrow ends together. The Möbius strip was anagrammed into the card *Bösium Strip* in *Weatherlight*.



## Klein bottle

A Klein bottle is a topological space, named for the German mathematician Felix Klein. The surface is not constructible in three-dimensional Euclidean space but has interesting properties, such as being one-sided, like the Möbius strip; being closed, yet having no "inside" like a torus or a sphere; and resulting in two Möbius strips if properly cut in two.

By intersecting surfaces, a close approximation to the "real" 4-D Klein bottle can be made in 3-D space. This 3-D representation is what is found on the card *Elkin Bottle* from *Ice Age*, the name of which is another crafty anagram. For more info on "real" Klein Bottles, visit [kleinbottle.com](http://kleinbottle.com).



## Which came first?

Monday, April 1, 2002

Which came first, the Rukh or the Egg?

*Arabian Nights'* Rukh Egg is one of the most sought-after commons of all time. Whenever this 0/3 "creature" goes to the graveyard, it is replaced by a 4/4 flying "Rukh" token.

But what is a Rukh exactly? According to *Webster's Unabridged Dictionary* it is a legendary bird of great size and strength believed to inhabit the Indian Ocean area. *Rukh* is the word's Arabic spelling; the "Westernized" version of it is *Roc*.

Where did the first Roc appear in *Magic*? Roc of Kher Ridges was in *Alpha*, which obviously predates *Arabian Nights*. So which came first? Nope, not the Egg.





## Flavor Text Answers

Tuesday, April 2, 2002

During Flavor Text week, Rei Nakazawa ended his article on the flavor text process<sup>10</sup> with a guessing game about rejected flavor text. And now it's time for the answers! Over to you, Rei...

If you read my article, you know that I gave you some rejected flavor text from *Odyssey* and *Torment*. Well, here I am again to satisfy your curiosity!

A) *"When confronting something as vile as the Cabal, there is no such thing as 'going too far.'"*

**Major Teroh, *Torment*.**

Give yourself some credit for any guess involving a white *Torment* aven.



B) *"Humans travel in schools, and are quite mindless. Thus, they are a very easy catch."*

—Ambassador Laquatus

**Coral Net, *Torment*.** A changed template pushed flavor text off this card entirely during editing.

C) *"Laws are for weaklings, kings are for fools. If you can bear freedom, stand with me!"*

**Anarchist, *Odyssey*.**

D) *It melts into peat without a sound. The next noise you hear will be your own tortured screams.*

**Whispering Shade, *Odyssey*.** Give yourself some credit for guessing Slithery Stalker, though observe that it could never have fit any flavor text, seeing as how only one Nightmare Horror (Laquatus's Champion) has any.

E) *"The canopy is my roof, the leaf beds my carpet. The mighty oaks are my walls, the animals my neighbors. The forest is my home, and my world, and I shall not abandon it."*

**Woodland Druid, *Odyssey*.** Give yourself some credit for guessing Seton or any other druid, but note that a piece that long would demand a card with very little or no rules text.



F) *"The Cabal revived me, thinking they could control me. The fools."*

**Sengir Vampire, Torment.** This one is a little tricky, considering how many undead there are in this block so far, but it could be guessable from the fact that this quote implies a rather unique being.

G) *He remembers enough of his life to weep for what he has lost.*

Sorry, can't tell you what this one is. See my original article to find out why. But I'm proud to say that this card is relatively important, though whether it's in tournament play, casual play, or storyline, you'll have to find out for yourself...

H) *If you dare the swamps around the Cabal's stronghold, don't be surprised if you leave your mind behind.*

**Mind Sludge, Torment.** One of the easier ones, but hey, I couldn't make 'em all obscure, could I?

I) *When she takes wing, even mana rips itself apart in sheer joy.*

**Aven Cloudchaser, Odyssey.** Obviously an aven, but the fit with the mechanic is too strong to be practically anything else.

J) *"Respect is earned. The emperor shall earn yours with your blood, if need be."*

**Cephalid Retainer, Odyssey.** The only cephalid besides Aboshan in the set with a creature control ability. Give yourself partial credit if you guessed Persuasion, which has the art that used to go on the Retainer. (Hey, bonus trivia! Share with your friends!)

And before I forget, the answer to the FNM question is Alex Shvartsman's favorite card, Steel Golem, which will very often stand alone thanks to its low casting cost and drawback. Who knows; maybe it'll pop up in a future FNM promotion.

Hope you enjoyed Flavor Text Week. Just remember how wildly different your artistic standards and view of the game are from others', and that the main goal of the game is to have fun. See you again at the flavor text stage of You Make the Card, if not sooner!

## Sketches: Petravark

Wednesday, April 3, 2002

Today's card is Wayne England's Petravark, a type of land destruction card in its own right. Wayne has been illustrating Magic cards since *Prophecy*.

### 1. Art Description

The card was known in playtesting as "Mini Dementia Firebeast." These are the instructions given to the artist:

"This is a dementia creature (See style guide for reference). It should be shown as red, not black, and as causing the land to shake."

### 2. Sketch

This is the preliminary rough sketch submitted by Wayne.



### 3. Final Art

Here is a large version of his final painting.



### 4. Card

Finally, here is the card as you all know it today. The art was flipped horizontally because the Petravark looked too much like one of Wayne's other red creatures – Ember Beast – from across the table.



## Rancidity

Thursday, April 4, 2002

The slot allocated to Rancid Earth in *Torment* was originally going to be used for a creature enchantment, but 11th-hour playtesting showed that black needed another way to deal with the horde of squirrels green was capable of producing. And so Rancid Earth was born.

Art had already been commissioned for the set at this point, and nothing was suitable for a land destruction card. Luckily, the original art for Tremble had been forced out of *Odyssey* due to some other necessary swaps, and it was without a home.

The original Tremble art showed some dwarves beset by some sort of land destruction, but the effect wasn't "black" enough. So the crack art team added in an evil spell-like effect, and the finished product is the card you all know today.



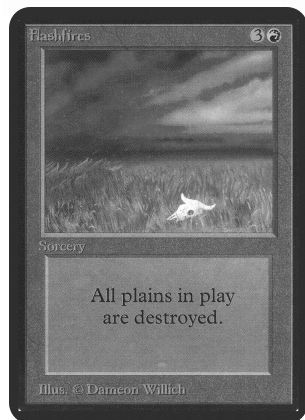
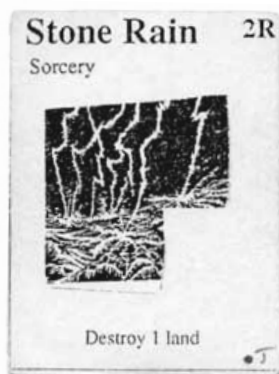
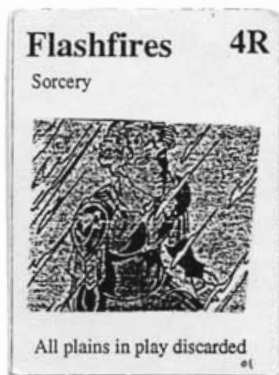
## "LD" playtest cards

Friday, April 5, 2002

There's not a lot of guesswork involved with this batch of playtest cards, since Richard Garfield had most of the names and mechanics ironed out at the time these were made. (These cards are from the third – or "Gamma" – round of playtest cards for the first printing of *Magic*.)

But in any event, it's always fun to look at some of the relics from the game's past. Here are four cards from that early batch, all of which keep with our Land Destruction theme.

Using the original "casting cost" system (in which the number represents the entire cost), Flashfires was unchanged at **3**. Ice Storm started at , went to , then , and finally . It was printed at **2**. Ankh of Mishra's original **4** was lowered to **2**, and Stone Rain was (thankfully) increased from **1** to the safer **2**.



*playtest image for Ankh of Mishra is missing*



## Ice Age Plains

Monday, April 8, 2002

With Land Destruction Week behind us, it's safe to break out the lands again. Sometimes an artist is assigned a series of similar pieces and he gets creative in his approach. The Plains from *Ice Age* are the product of such creativity.



Christopher Rush was assigned all four Plains (including the Snow-Covered one), and he painted one long mini-mural showing night turning to day and winter melting away to spring.



## Sketches: Insidious Dreams

Tuesday, April 9, 2002

Today's card is *Insidious Dreams*, a black rare from *Torment*. The *Dreams* is illustrated by John Avon, an artist popular with Magic fans for his breathtaking landscapes.

### 1. Art Description

The card was known in playtesting as "Dark Knowledge." These are the instructions given to the artist:

"This card should show a black wizard casting a spell which causes knowledge to erupt all around her. This could be shown by ghostly books and scrolls spinning about the wizard. The main focus of the card is the huge size of the spell. The main characters and elements can be shown smaller, but clearly visible."

### 2. Sketch

This is the preliminary rough sketch submitted by John. The Wizards art department knows and trusts John, and understand that this almost comically quick rendering barely hints at John's talents.



### 3. Final Art

Here is a large version of his final piece.



### 4. Card

Finally, here is the card as you all know it today.



## Alpha "Oops..." III

We've mentioned numerous times on the site that Circle of Protection: Black was accidentally left out of *Alpha*.

But another card was also inadvertently not printed in the premier set: Volcanic Island. Because dual lands were treated with contempt in the old days ("A land as my rare?! RARRRRRGH!"), and very few people owned entire sets, its possible that no one even noticed that only nine of the ten two-color combinations were accounted for. In any event, the land was slipped into Beta and they all lived happily ever after.

Wednesday, April 10, 2002





## Cavotta's Bits

When we ran our interview with Matt Cavotta<sup>9</sup>, we listed all the cards he illustrated at the end.

Ok, not exactly. Since our database is sorted by the "artist credit," it didn't put *Odyssey's* Bash to Bits on the list. Bash to Bits was originally called "Demolish," but it was renamed, and Demolish became another card... illustrated by Gary Ruddell. Somehow somewhere something got crossed-up in the files, and Gary got credited for both cards. Sorry, Matt!

Thursday, April 11, 2002



# Welcome to Ghoulish City

Friday, April 12, 2002

Graveyard interactions! Discard! Madness! We must be talking about the *Odyssey* block, right? Wrong!

Below are some red and black cards from *Mirage* playtesting. Besides looking like they could have been in *Torment*, they're all quite wordy. Can you figure out what they ended up as in *Mirage*?



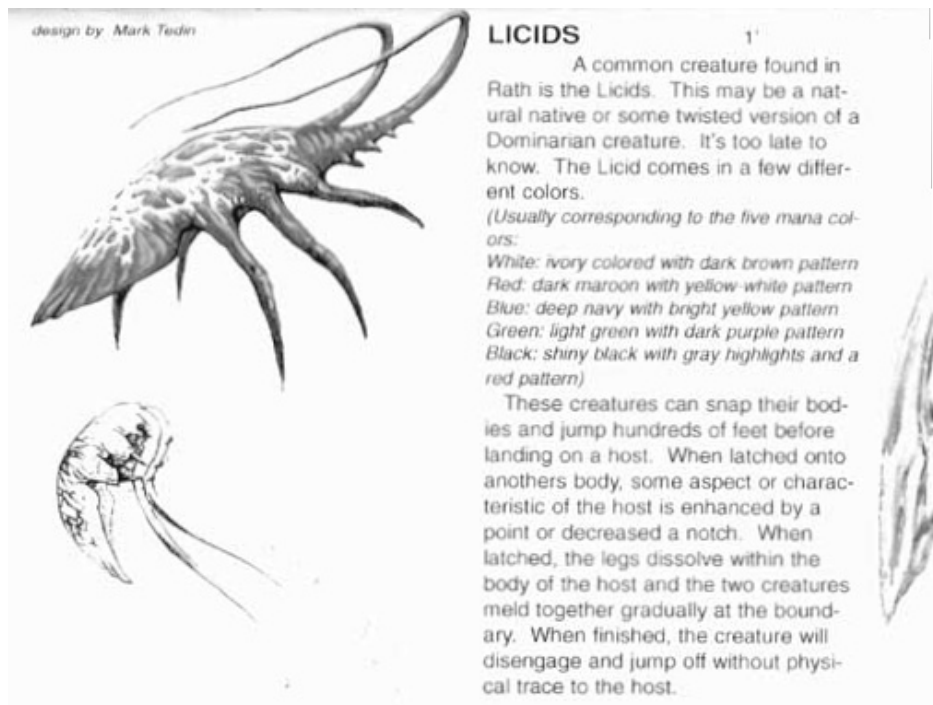
Notice that the Hammer had "If this is countered, remove it from the game." It's a good thing that line was removed from the game!

# Ewww... licids

Monday, April 15, 2002

Licids were one of the more interesting twists on creature enchantments. There were twelve licids in all – five each in *Tempest* and *Stronghold*, and two more in *Exodus*. Below is their (small) entry in the *Tempest* Block Style Guide.

In the card art, licids were always shown attached to a "host." At least one non-licid card contains a licid: Mage il-Vec from *Exodus*. The John Matson illustration on this card was originally commissioned for a licid. (It's attached to the back of the mage's head.) The *Tempest* team joked that perhaps it was fashionable to wear licids in Rath.



## Sketches: Shade's Form

Tuesday, April 16, 2002

Today's card is the *Torment* Enchant Creature Shade's Form, illustrated by Clyde Caldwell. Clyde has been doing fantasy art for almost twenty years and has a large portfolio of book covers and trading cards to his name.

### 1. Art Description

These are the instructions given to the artist:

"This card should show a person in the process of changing into a shade or disembodied spirit. This spirit should look creepy and the change should be caused by a spell."

### 2. Sketch

This is the preliminary sketch submitted by Clyde. Clyde has a crisp, clean style reminiscent of older fantasy artists like Frank Frazetta and Roy G. Krenkel.



### 3. Final Art

Here is a large version of his final piece.



### 4. Card

Finally, here is the card as you all know it today.





## Dinner time

In the *Mirage* card Preferred Selection, we see a frenzied horned hound chasing after some rats. Which Enchant Creature card from a later set shows what happens next?

Wednesday, April 17, 2002



The answer is Mortal Wound from *Visions*. Kev Walker turned in both pieces at once, and they ended up on different cards in different sets. Mmm... tasty rats.

## Homarid Armor

Thursday, April 18, 2002

Homarids were a race of blue creatures from *Fallen Empires* (read more about them in this article<sup>12</sup>) whose powers were, shall we say, less than amazing.

The *Alliances* team wanted to bring them back, with a few new cards like Homarid Armor, but the continuity people felt differently. "Players don't really like Homarids," they argued, "so why would we make more?"

So they changed the name to Viscerid, which they claimed were an advanced, evolved form of Homarids. And thus Viscerid Armor was born.



## Inspired enchantments

Friday, April 19, 2002

As you all know, cards are often designed using inspiration drawn from previous cards. *Urza's Destiny* contains two cycles of cards that were inspired by *Tempest* cards. The first cycle was inspired by Lobotomy, and included Eradicate, Quash, Scour, Splinter, and Sowing Salt.

The second cycle were the creature enchantments Incendiary, Momentum, Archery Training, Private Research, and Festering Wound. Which *Tempest* card inspired them?



The answer is Legacy's Allure, which featured a "growing" mechanic that was used throughout the *Urza's* block.



# Magic: The Puzzling answers

Monday, April 22, 2002

Here are the answers to "Build Me Up, Buttercup," Mark's **Magic: The Puzzling** from last Thursday<sup>12</sup>.



- Willow Elf + Lightning Reflexes = Elvish Archers



- Merfolk of the Pearl Trident + Armor of Faith + Flight + Unholy Strength + Enfeeblement = Tower Drake



- Mons's Goblin Raiders + Divine Transformation + Giant Strength = Trained Orgg



- Muck Rats + Maniacal Rage + Sicken = Spineless Thug



- Eager Cadet + Firebreathing + Holy Strength = Angelfire Crusader

## Sketches: Skywing Aven

Tuesday, April 23, 2002

Today's card is Skywing Aven, a blue *Torment* common, illustrated by Matt Cavotta.

### 1. Art Description

These are the instructions given to the artist:

"This card should show a bird warrior charging into battle with arrows passing harmlessly through him. The bird warrior is becoming intangible."

### 2. Sketch

This is the preliminary sketch submitted by Matt. The arrows are passing through the aven (although the bird in the corner is not as lucky).





### 3. Final Art

Here is a large version of his final piece. Matt decided that the arrows looked like they were sticking through the aven, implying that he was wounded as opposed to impervious to damage. So he switched the arrows for a bolt of lightning. Now it is easy to see that the aven is avoiding being struck.



### 4. Card

Finally, here is the card as you all know it today, lightning and all.



## Stronghold BioMachine

Wednesday, April 24, 2002

Stronghold Machinist and Stronghold Biologist have a lot in common. They are both 1/1 uncommon blue spellshapers from *Nemesis*. They can both counter spells, and they both have activation costs of "♠♠♣", discard a card from your hand."

They even use the same piece of art, albeit different sides. Terese Nielsen<sup>13</sup> painted one scene for both cards, and once you look at them together, it's pretty obvious. The two scientists sit at each end of a big table, working away. And who is the guy in the middle, the guy that shows up on both cards? Oh, that's just Ertai, all cleaned up and ready for his implants.

The doctors will be with you shortly...



## Blue's family portrait

Thursday, April 25, 2002

This bit of Arcana is well-known by older players, but it's such a goody that it deserves mention here.

The first version of Sage Owl (from *Weatherlight*) was illustrated by Mark Poole. Mark had illustrated another, more famous, blue card and decided to pay it respects in Sage Owl. The card? The original version of Counterspell. The painting in the background of Sage Owl is in fact of the same guy that is having his spell countered on Counterspell.



# Marriage of Convenience

Friday, April 26, 2002

## Marriage of Convenience

2\*

Instant

Remove target non-white attacking creature from the game. Gain life equal to that creature's toughness.

Marriage of Convenience was slated to be a removal spell in *Alliances*; the thematic gist was that the targeted creature was removed from the game because it "got married," similar to how a creature vanquished by Swords to Plowshares was said to have "gone farming."

The art came back from Phil Foglio and can be seen on the right.

Once the whole thing was put together, the card was quite silly. Too silly, it was decided, for what was supposed to be a tier-one tournament card. Silliness certainly has a place in *Magic*, but high-quality removal spells are not really the best place for such antics.

So the team starting moving art around, and after several swaps, the Rob Alexander piece on the left ended up on Marriage of Convenience. The problem was that it had nothing to do with marriage.

Much brainstorming ensued, and eventually someone came up with the clean and clever solution of calling the card "Exile." The castle, he reasoned, was the place the target was exiled to.

The Foglio art ended up on an enchantment called Unlikely Alliance.





## *Judgment* product images

Monday, April 29, 2002



Here's a sneak peek at what the *Judgment* products will look like in stores. Pictured are the booster pack, four preconstructed Theme Decks (Air Razers, Painflow, Inundation, and Spectral Slam), and the Theme Deck and booster pack display boxes. Click each for a larger image. A Fat Pack (including six *Judgment* boosters, two premium cards, *Judgment* novel, *Judgment* Player's Guide, and *Judgment* Spindown life counter) will also be available.

*Judgment* goes on sale on May 27.





## Sketches: Erhnam Djinn

Tuesday, April 30, 2002

Today's card is the *Judgment* poster boy, Erhnam Djinn. Greg Staples got the honor of redoing this icon (Ernie debuted in *Arabian Nights*). We knew the new Erhnam illustration would be used a lot in *Judgment* ads, so he had to look particularly badass.

### 1. Art Description

These are the instructions given to the artist:

"This is a green card and should show the Erhnam Djinn in a dramatic pose. See reference." Pretty simple. The reference, one would assume, was the *Arabian Nights* version.

### 2. Sketch

This is the preliminary sketch submitted by Greg. Looks good, except Ernie is missing his trademark ponytail.



### 3. Final Art

Here is a large version of his final piece. The ponytail has been added, and Ernie looks rough and grizzled as any long-time veteran should.



### 4. Card

Finally, here is the card as it will appear in the *Judgment* expansion.



## Invasion design names

Wednesday, May 1, 2002

Not all of R&D design names for cards are uninspired, but some of them are a little goofy. Below are four cards from *Invasion* with their "original" names, which we should all be glad were changed.



Plague Spitter, Lotus Guardian, Death or Glory, Tzabo Tavoc

# Ancestral Something

Thursday, May 2, 2002



Ancestral Recall is considered by many players to be the best card ever made. But it, just like many of the cards that came after it, went through a few cosmetic changes.

First, it started as a *green* card called "Earthlore." Now that is a good "What If?" scenario... "What if green was the primary card-drawing color from the beginning?" But it was not to be. Richard and the gang decided card drawing was mainly a blue ability, so they moved it to that color and called it "Ancestral Memories." The name was tweaked slightly to "Ancestral Recall" before the set went to press.

It is interesting to note that cards were later made that used those original names, in reverence to the great Ancestral Recall: Earthlore ended up as a green enchant land in *Ice Age*, and Ancestral Memories was printed as a blue sorcery in *Mirage*.





## Postcards from the past

Friday, May 3, 2002

In light of this weekend's Pro Tour in Nice, France, we dredged up this blast from the past. Below is the front and back of the postcard that was mailed to Magic players announcing the very first Professional Tournament. The tournament took place in February 1996.





Wizards of the Coast, Inc. is proud to announce  
THE FIRST IN A SERIES OF PROFESSIONAL TOURNAMENTS FOR

# MAGIC

The Gathering

## Seniors' Open Competition

(ages 18 and over)

\$30,000 in cash prize

## Juniors' Open Competition

(ages 18 and under)

\$30,000 in scholarship

February 16-18, 1996

The Fluck Building  
295 Lafayette  
New York, New York 10012

For more information and tournament registration, call Wizards of the Coast® Customer Service at 1-800-828-6888 between 12:30 p.m. and 6 p.m. (PST) December 14, 15, 18, 19 and 20, 1995. Registration is limited to a first-come-first-served basis. Limit one registration per call. Players who are 18 may compete in either event. Participation is by invitation or preregistration only. \$50 entry fee includes opening ceremony reception.

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Quite a few things about the Pro Tour have changed since then. Back then, there were no qualifier tournaments – you simply registered over the phone, first-come-first-serve! There was an entry fee, which no longer exists, and the total purse back then – \$30,000 – is now the amount of money given out to first place alone.

## Pro Tour - Nice

Monday, May 6, 2002



In Round 14, Eivind Nitter had to battle Ed Fear for the honor of making the Top 8. Fear looked to be the favorite, but it was Nitter who came out ahead and advanced to the final draft.

Nitter first-picked Beast Attack and never looked back, and his green/red deck was good enough to beat everyone he encountered, including Svend

Geertsen in the quarterfinals and Bram Snepvangers in the finals. Nitter becomes the second Norwegian Pro Tour Champion (the first was Sigurd Eskeland in 1999.), and gets to take \$30,000 back to Scandinavia with him.

But if Nitter won, that means... Kai lost?! Yes, the fantastic Sunday Streak is at an end; Snepvangers bested Budde in three straight in the quarterfinals.

Check out the Sideboard's full coverage<sup>14</sup> for more details.

# Old Mirri

Tuesday, May 7, 2002

Mirri, Cat Warrior



Creature - Legend

2/2

Mirri, Cat Warrior counts as a Cat Warrior.

Protection from black; first strike; forestwalk (*If defending player controls any forests, this creature is unblockable.*)

Attacking does not cause Mirri to tap.

The stats above show how Mirri, Cat Warrior was first submitted for *Exodus*: as a 2/2 with protection from black.

But in the story, Mirri is killed by Crovax. Continuity pointed out that it would be difficult to be killed by Crovax (a black creature) if you had protection from black. So a solution was needed.

The first thought was to make her untargetable, which would still allow Crovax to kill her in combat. But "Mirri cannot be the target of spells and abilities" wouldn't fit. So as some sort of compromise, she was given an extra point of toughness.

I hope Crovax appreciated it.



## Sketches: Chainer, Dementia Master

Wednesday, May 8, 2002

Even though we've been talking about *Judgment* lately, this edition of Sketches is going back to the face of *Torment*, Chainer, Dementia Master. Chainer was drawn by Mark Zug.

### 1. Art Description

These are the instructions given to the artist:

"This card should show the character Chainer in a very insane pose."

It is arguable how "insane" the pose that Mark depicted is.

### 2. Sketch

This is the preliminary sketch submitted by Mark. The picture is larger than the one on the card because it was also used for the cover of the *Chainer's Torment* novel.



### 3. Final Art

Here is a large version of his final piece. This is the uncropped book cover art.



### 4. Card

Finally, here is the card as you all know it today.





# 1996 World Champion

Thursday, May 9, 2002

The rarest card of all is the 1996 World Champion. This card was given out to the winner of Worlds in 1996, and all other copies of it, plus the printing plates, were ceremonially destroyed. The winner of that tournament was Australia's Tom Chanpheng, who, at last word, still has the card at his home in a screwdown plastic case.

Chanpheng won the title playing a White Weenie deck:



## *Creature (20)*

4 Order of Leitbur

4 Order of the White Shield

2 Phyrexian War Beast

4 Savannah Lions

2 Serra Angel

4 White Knight

## *Sorcery (2)*

1 Armageddon

1 Balance

## *Instant (11)*

4 Disenchant

1 Reinforcements

1 Reprisal

1 Sleight of Mind

4 Swords to Plowshares

## *Artifact (2)*

1 Lodestone Bauble

1 Zuran Orb

## *Enchantment (1)*

1 Land Tax

## *Land (24)*

15 Plains

4 Mishra's Factory

4 Strip Mine

1 Kjeldoran Outpost

## *Sideboard (15)*

1 Kjeldoran Outpost

1 Reprisal

1 Sleight of Mind

2 Arenson's Aura

1 Black Vise

4 Divine Offering

1 Energy Storm

1 Exile

2 Serrated Arrows

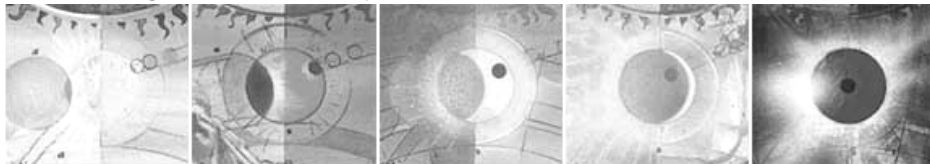
1 Spirit Link

The funny thing about Chanpheng's deck was that it contained a Sleight of Mind with no way to cast it. He misregistered his deck, forgetting the Adarkar Wastes. DCI rules forced him to fill out his empty slots with basic Plains, and so the Sleight of Mind was "stranded." It didn't matter, however, as he went on to win the Championship anyway.

# Guru lands

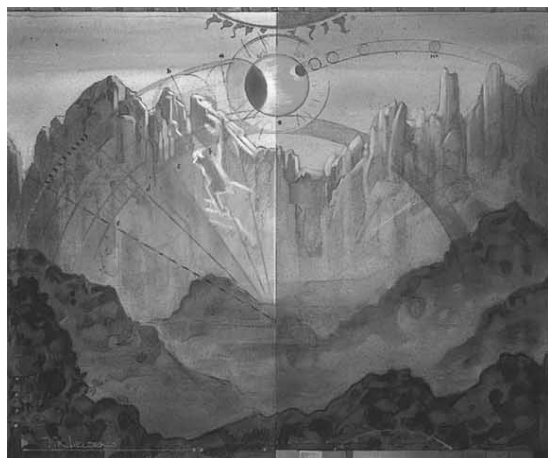
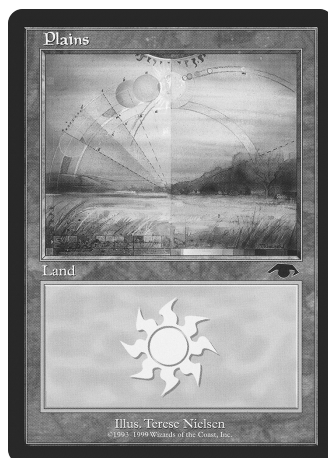
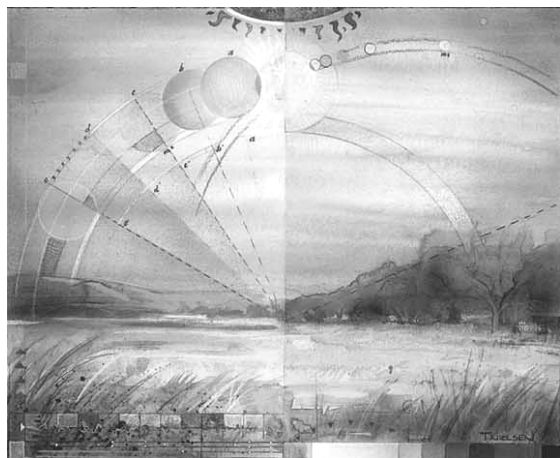
Friday, May 10, 2002

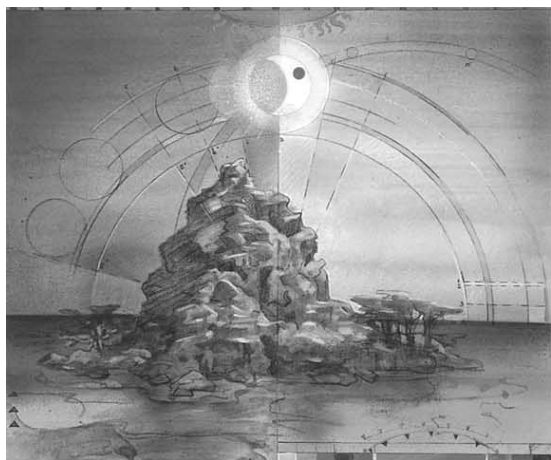
A little while back, Wizards of the Coast offered a promotion to encourage people to teach their friends to play **Magic: the Guru** program. Included as giveaways were five basic lands illustrated by Terese Nielsen. The lands – called Guru lands – show five stages of a "double eclipse."



The expansion symbol of the cards was someone wearing a mortarboard, stylized to look like an eye. The symbol was stamped in bronze.

Below is the full art for all five lands.





## Chinese zombies

Monday, May 13, 2002

Due to regulations in China, alternate art often needs to be produced for cards depicting the "undead." Below is another example. The top card is the normal version of *Seventh Edition* Scathe Zombies, and the bottom one is the Asian market version.



When the Asian market artwork was leaked prior to *Seventh Edition*'s release, many players incorrectly speculated that Portcullis was being reprinted.



## Sketches: Spelljack

Tuesday, May 14, 2002

This week's Sketches looks at the *Judgment* card Spelljack. Spelljack was illustrated by Pete Venters, who has been doing *Magic* cards since *Antiquities*.

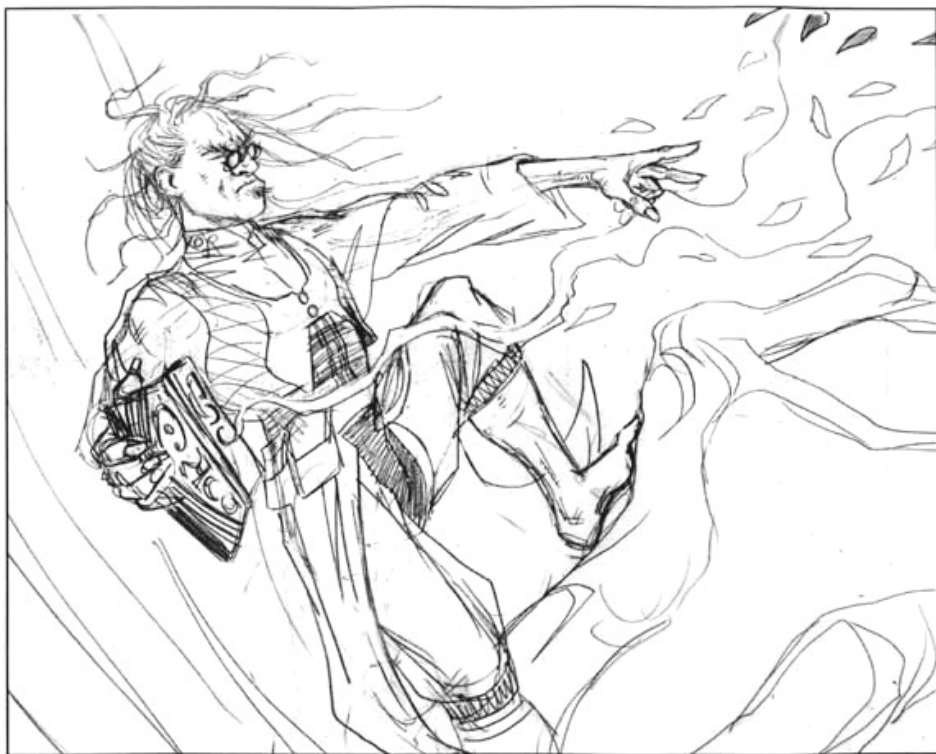
### 1. Art Description

These are the instructions given to the artist:

"This is a blue card and should show a blue wizard catching a green spell out of the air. It trails down into his open spellbook creating some sort of diagram in the book." The card was originally called "Super Desertion," playing off the *Visions* card Desertion.

### 2. Sketch

This is the preliminary sketch submitted by Pete.





### 3. Final Art

Here is a large version of his final piece. He chose not to include leaves as part of the green spell.



### 4. Card

Finally, here is the card as you all know it today. The image was flipped horizontally by the art director for aesthetic reasons.



## Alpha "Oops..." IV

Wednesday, May 15, 2002

A few cards in *Alpha* were printed with what turned out to be incorrect casting costs, but one card was printed without a casting cost at all!

Check out the *Alpha* Cyclopean Tomb below. Nothing in the corner, not even a **0** like Black Lotus had.

The cost – **4** – was added in the *Beta* printing.



# Graveyard Order

Thursday, May 16, 2002

Many older cards, like Phyrexian Furnace, Ashen Ghoul, and Phyrexian Grimoire all revolved around a player's graveyard being in a specific order. But the rules for graveyard order have proven to be too tricky to keep making cards that require technically perfect play. Questions like, "Does the Wrath of God go to the graveyard first, or all the dead creatures?" and "In which order do cards discarded to Hymn to Tourach go to the graveyard?" were impacting play a little too much. Volrath's Shapeshifter from *Stronghold* was the last card printed that referred to the graveyard being in a specific order.

**Phyrexian Furnace** 1



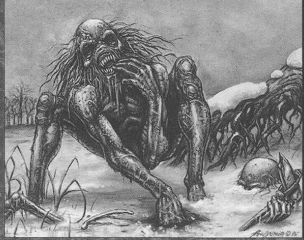
Artifact

☞: Remove the bottom card of target player's graveyard from the game.

1, Sacrifice Phyrexian Furnace: Remove target card in any graveyard from the game and draw a card.

Illus. George Pratt  
© 1997 Wizards of the Coast, Inc. All rights reserved.

**Ashen Ghoul** 3



Summon Ghouls

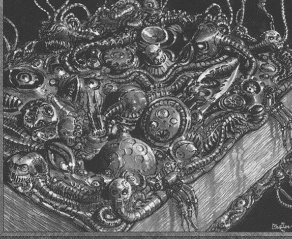
Ashen Ghoul can attack the turn it comes into play.

☞: Return Ashen Ghoul to play under your control. Use this ability only at the end of your upkeep and only if Ashen Ghoul is in your graveyard with at least three creature cards above it.

Illus. Ron Spencer  
© 1995 Wizards of the Coast, Inc. All rights reserved.

3/1

**Phyrexian Grimoire** 3



Artifact

4, ☞: Target opponent chooses one of the top two cards in your graveyard. Remove that card from the game and put the other into your hand.

*Every page cost a life; every secret cost a thousand more.*

Illus. Doug Chaffee  
© 1997 Wizards of the Coast, Inc.

**Volrath's Shapeshifter** 1



Summon Shapeshifter

As long as the top card of your graveyard is a creature card, Volrath's Shapeshifter is a copy of that card, except that Volrath's Shapeshifter retains its abilities.

2: Choose and discard a card.

Illus. Ron Spencer  
© 1997 Wizards of the Coast, Inc.

0/1

## Extended Rotation

Friday, May 17, 2002

If you are a fan of the Extended tournament format, be sure to check the Sideboard<sup>15</sup> after 1:00 PM PST for an important announcement regarding the DCI's rotation plans.



*A snapshot from a game at the Extended Masters Tournament in Nice, France.*

## *Onslaught*

Monday, May 20, 2002

As, always, we're looking ahead. The next set, due out in the fall, will be a large expansion named *Onslaught*. Here's an advanced look at the logo.



And now, back to *Judgment*!



# Sketches: Guiltfeeder

Tuesday, May 21, 2002

*Judgment* is the green and white set, but even black got a couple playable cards. This week's Sketches looks at one of them, *Guiltfeeder* by Mark Tedin.

## 1. Art Description

These are the instructions given to the artist:

"This card should show a monster that glides through shadows to reach you. If it touches you, it causes you intense guilt, feeding off your memories of the past, and the remorse causes you harm, thus the life loss. If you can depict this in some way that would be great, but the main focus of this card is the monster. He should probably be shown as a creepy shadow form."

## 2. Sketch

This is the preliminary sketch submitted by Mark. Mark submitted two sided-by-side along with his own notes. The card was known as "Jowser's Shadowcreeper" during development; "Jowser" is an anagram of "W. J. Rose." Bill Rose is the head of R&D here at Wizards of the Coast.



### #36466 Jowser's Shadowcreeper-

Murky creature emerges from the shadow of a wall. Limbs and details in foreground are solid, the stuff in shadow is more transparent and smoky. Tentacles entering into man who looks very distraught and guilty, he is not aware of the creature.



### 3. Final Art

Here is a large version of his final piece. Mark gave the victim some more hair and a beard.



### 4. Card

Finally, here is the card as you all know it today.



## ***Onslaught* expansion symbol**

Wednesday, May 22, 2002

When we showed off the *Onslaught* logo on Monday, we neglected to include the expansion symbol. So... here it is!



What is it exactly? Well, let's just say it's integral to the set and leave it at that. Time will tell.

## Seeing Double

Thursday, May 23, 2002

"The Advocates, called the 'regrowers' in playtesting, revolve around cooperation. So it's only fitting that their art reflect that as well. Each Advocate has two main figures in its art: the Advocate itself in the foreground and a helper in the background. But did you notice that each Advocate illustration has one green and one white figure? For example, the Shieldmage Advocate himself is a Cleric, and his partner is a Druid. Spurnmage Advocate is a Nomad, and he's assisted by a Centaur. The idea is that you're forming a temporary alliance with someone else in order to get what you want, and since the Advocates only appear in green and white, the partnerships were made to match."



The above tidbit was taken directly from the *Judgment* Player's Guide found in the *Judgment* Fat Pack. The Player's Guide contains cool factoids about the set, some inside thoughts from R&D, plus a full-color spoiler of all the cards. In addition, you get a handful of booster packs, a novel, and a Spindown life counter. Good deal!

## "C" creatures

Friday, May 24, 2002

*Judgment* includes a cycle of common one-mana creatures (or, as R&D calls them, a cycle of "C" creatures... "C" means "a colored mana") that each can be sacrificed to produce an effect. They are: Dwarven Scorchers, Cabal Trainee, Hapless Researcher, Benevolent Bodyguard, and Krosan Wayfarer.



This is not the first time such a cycle has been attempted. Back during *Tempest* design, a similar cycle was submitted. But it never bore out — the green, white, and blue ones were cut during development. The ones that stuck? Mogg Fanatic and Blood Pet.





# Player Rewards tokens

Monday, May 27, 2002

Below are all the token cards offered by the Magic Player Rewards program. They are sent to eligible players based on the number of DCI-sanctioned tournaments they participate in. The last two – the *Odyssey* Elephant and Wurm – are not widely available yet, but will be sent out to players in the next few weeks! See the rewards page<sup>16</sup> for more information.



*Invasion Saproling* (1/1)

**Made for:** Verdeloth, the Ancient; Rith, the Awakener; Aura Mutation; Artifact Mutation; Saproling Symbiosis; Saproling Infestation

**Also works with:** Thallid, Night Soil, Verdant Force, Spontaneous Generation, Last Stand, many others



*Invasion Elephant* (3/3)

**Made for:** Assault/Battery  
**Also works with:** Call of the Herd, Elephant Ambush, Elephant Guide



*Invasion Bird* (1/1 flying)

**Made for:** Ordered Migration



*Planeshift Spirit* (1/1 flying)

**Made for:** March of Souls

**Also works with:** Kirtar's Wrath, Afterlife, Funeral Pyre, Spirit Cairn



*Apocalypse Goblin Soldier* (1/1)

**Made for:** Goblin Trenches



*Odyssey Squirrel* (1/1)

**Made for:** Chatter of the Squirrel, Squirrel Nest, Nut Collector, Nantuko Shrine, Druid's Call

**Also works with:** Deranged Hermit, Squirrel Wrangler, Squirrel Farm, Liege of the Hollows, Acorn Harvest



*Odyssey Bear* (2/2)

**Made for:** Bearscape

**Also works with:** Grizzly Fate



*Odyssey Zombie* (2/2)

**Made for:** Zombie Infestation

**Also works with:** Feast or Famine, Tombstone Stairwell, Sarcomancy, Midnight Ritual



*Odyssey Beast* (4/4)

**Made for:** Beast Attack



*Odyssey* Elephant (3/3)

Made for: Elephant Ambush,  
Call of the Herd

**Also works with:** Elephant  
Guide, Assault/Battery



*Odyssey* Wurm (6/6)

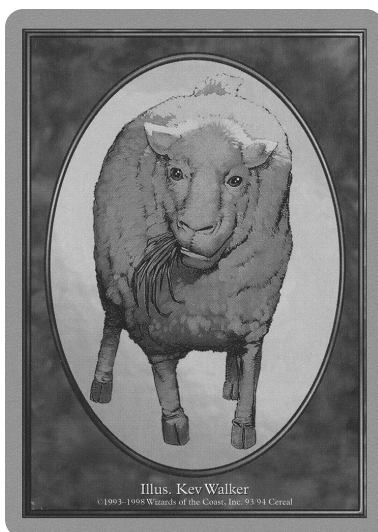
**Made for:** Roar of the Wurm

**Also works with:** Crush of  
Wurms

## Sheep!

Tuesday, May 28, 2002

The *Visions* card Ovinomancer turns creatures into 0/1 sheep tokens (at quite a hefty cost). This card is a tribute to the Blizzard computer game *Warcraft*, in which the spell Polymorph turns opposing units into sheep. The game was an R&D favorite during the *Visions* design period.



# Sketches: Elephant Token

Wednesday, May 29, 2002

The Player Rewards token cards are just like other cards as far as art goes -- they each had to be commissioned and reviewed like any normal card in an expansion set would be. Since its Token Week, we should take a look at one of these tokens. So this installment of Sketches will focus on the new *Odyssey* Elephant Token by Arnie Swekel.

## 1. Art Description

Ok, the tokens are a little different than regular cards in that there isn't a formal "art description." The artist was just told to show an elephant.

## 2. Sketch

The first sketch is the preliminary one submitted by Arnie; it shows an armored elephant being ridden by what looks like a cleric. While the piece is impressive, it didn't quite match what Call of the Herd and other elephant token generators were trying to do flavor-wise -- invoke the feeling of summoning an elephant from the Otarian wilds to assist you in your battle.



So Arnie submitted a second sketch that the team liked much better.





### 3. Final Art

Here is a large version of his final piece. The overall tone is green – there is no doubt that elephants are green creatures in the *Odyssey* block!



### 4. Card

Finally, here is the card as you all know it today. Or as the lucky ones will see it in their mailboxes, rather.





## Bambi Meets Wurm

Thursday, May 30, 2002

Humor has its place in Magic -- just look at all the squirrel cards in *Odyssey*. But some cards are supposed to represent the "baddest of the bad" and are not really meant to be humorous.

The Wurm Token from the Player Rewards program is one such bad-ass card. Huge 6/6 creatures are no laughing matter, so when artist Alan Pollack made a reference to "Bambi Meets Godzilla," a cult favorite animated short made by Marv Newland in 1969, in the wurm artwork, the brand team made the tough decision to edit it out in the final card.

Leave the jokes to the squirrels.



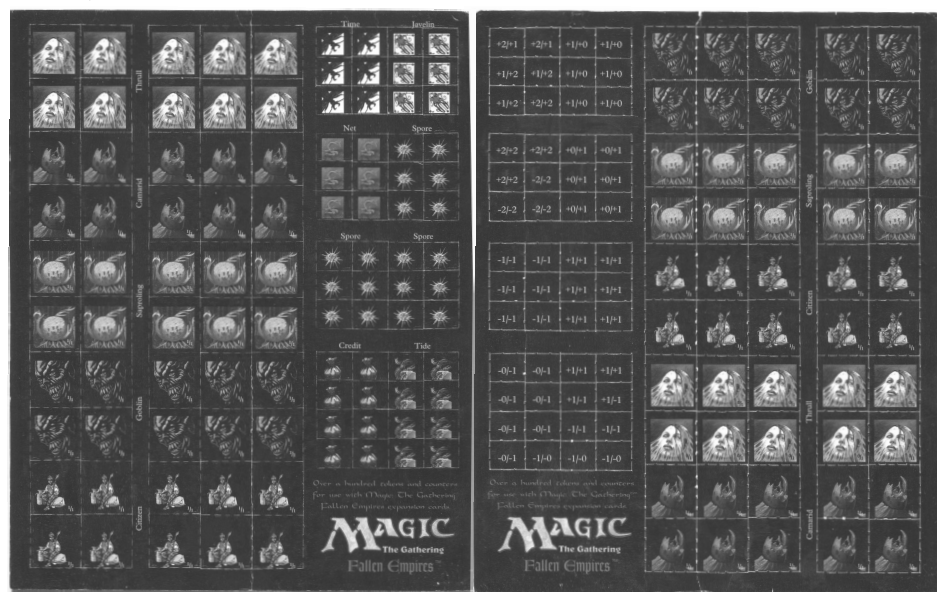
## Fallen Empires tokens

Friday, May 31, 2002

*Odyssey* may have pushed token creatures to the forefront of tournament Magic, but the biggest set for tokens (and counters) was probably *Fallen Empires* from 1994. There were so many cards that produced tokens and/or required counters that we issued a cardboard sheet of them in *Duelist* #4.

Included on the sheet were 0/1 Thrull tokens (for Breeding Pit), 1/1 Camarid tokens (for Homarid Spawning Bed), 1/1 Saproling tokens (for the myriad Thallids), 1/1 Goblin tokens (for Goblin Warrens), and 1/1 Citizen tokens (for Icatian Town).

To make bookkeeping even more of a headache, the sheet also had Time Counters (for Tourach's Gate), Net Counters (for Merseine), Javelin Counters (for Icatian Javelineers), Credit Counters (for Icatian Moneychanger), Tide Counters (for Homarid), and Spore Counters (for all the Thallids). But wait, there's more! The sheet also had +0/+1, +1/+0, +1/+1, +1/+2, +1/-1, +2/+1, +2/+2, -0/-1, -1/-0, -1/-1, and -2/-2 counters that worked with everything from Dwarven Armorer to Ebon Praetor, some of which had no relevant cards associated with them at all.



And those weren't all the counters referenced in the set! Hollow Trees used Storage Counters. Delif's Cube used Cube Counters. Thelonite Monk used some sort of nameless counter. You can be sure that R&D won't be making any more sets with quite as convoluted a system of tokens and counters anytime in the near future.

## U.S. Nationals

Monday, June 3, 2002

Eugene Harvey is American National Champion! Piloting Mike Turian's Top 8 Grand Prix Milwaukee Squirrel-Opposition deck, he stepped over three successive Psychatog decks to claim his title. Not just a cagey metagame move, it's a breath of fresh air to players sick of seeing Psychatog's return to tournament dominance since Kai Budde demonstrated its effectiveness. More significantly, this is a return for Harvey, who burst onto the scene at this very tournament last year, capping a year that has shown his place on the Team was no fluke. In an odd coincidence, Harvey is joined on the National team by newcomer Eric Franz, whose strong weekend performance came to a rude end as Harvey savaged him 3-0 in the finals. Could Franz be in for a banner year such as Harvey has enjoyed in 2001? Their third is Andrew Ranks, who claimed his right after a decisive 3-0 victory over Alex Borteh in the 3rd-4th Playoffs. Ranks and Franz are definitely unknown qualities, but beating a Worlds finalist is a feather in anyone's cap. They're eager to show their merit in Sydney. Congratulations to Eugene Harvey, Eric Franz and Andrew Ranks, the 2002 American National Team!

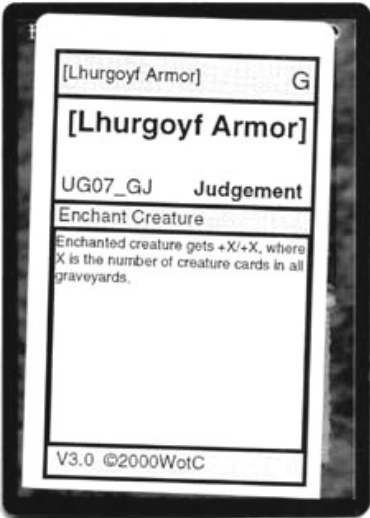
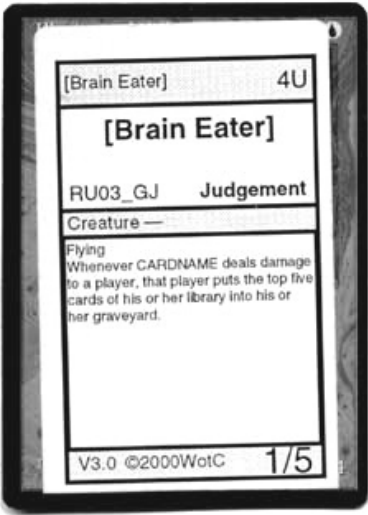


Get full coverage of the 2002 US National Championships at the Sideboard<sup>17</sup>.

# Judgment playtest cards

Tuesday, June 4, 2002

Goofy card names abounded during *Judgment* playtesting. Below are four such playtest cards, each a little different (other than the obvious name change) than what the final card turned out to be. Try to figure out what they became.



# Incarnations

Wednesday, June 5, 2002

Rei Nakazawa on the Incarnations:

"When we first conceived the Incarnations of *Judgment*, our thought process went like this: the Incarnations would probably base their physical forms not only on their abilities, but on the local creatures of Otaria. So each Incarnation's form and material is based on a creature type that's appropriate to their ability and color. For example, Filth's shape is based on a Horror, and it's made of swamp muck. Anger is a dwarf-like being made of molten rock. Valor is a Nomad made of marble, while Wonder is an Aven made of kelp and other sea materials."



See if you can figure out the race and materials the other three are modeled after.





**CALLING ALL MAGIC FANS  
WIZARDS OF THE COAST NEEDS YOU!**

*Magic: The Gathering – Eighth Edition Seeks Fan Input*

June 5, 2002 (RENTON, Wash.) – The **Magic: The Gathering** team at Wizards of the Coast, Inc., is seeking player input, which will be incorporated into the release of the **Magic: The Gathering–Eighth Edition** set which is slated to release summer of 2003.

In preparation for the release of *Eighth Edition*, Wizards of the Coast will be running a promotion on [magicthegathering.com](http://magicthegathering.com) asking **Magic** fans for their input and feedback on many aspects of the set. The site will post weekly questions asking players to vote on which cards should be included in the set as well as asking them to decide on certain pieces of art that should be used in the set.

In addition, fans will be asked to submit and vote on flavor text submissions for cards that will be featured in the new set. For example: what should the flavor text be on Aladdin's Ring in *Eighth Edition*? The promotion will begin running on the [magicthegathering.com](http://magicthegathering.com) site June 7 and will run through the beginning of September 2002.

"This is a great opportunity for the **Magic** community to play a role in the development of a new product, helping us create and put to market the best set possible," said Joe Hauck, Vice President of Trading Card Games for Wizards of the Coast.

Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc. (NYSE:HAS), is the worldwide market share leader in the trading card game and tabletop roleplaying game categories. A leading developer and publisher of game-based entertainment products, as well as the owner and operator of one of the nation's largest specialty game retail chains, the company holds an exclusive patent on the play mechanics of trading card games (TCGs) and produces the world's best-selling **Pokémon** and **Magic: The Gathering** TCGs. Headquartered near Seattle, Wizards of the Coast has international offices in Australia, Belgium, France, Italy, and the U.K. For more information, visit the Wizards of the Coast website and electronic retail store at [wizards.com](http://wizards.com).

## Sketches: Burning Wish

Friday, June 7, 2002

This week's Sketches looks at the *Judgment* rare Burning Wish, illustrated by Scott Fischer. Scott made the art for this piece a lot larger (dimensionally) than most artists do, but it was done with the clear intention of being cropped.

### 1. Art Description

Here is the art description given to the artist: "This is a red card and should show a djinn handing a barbarian a fireball with which he accepts with awe."

### 2. Sketch

Here is the sketch submitted by Scott. (The card was called "Barbarian's Wish" at the time. Scott has indicated where the card cropping would occur. His big deviation from the art description was making the barbarian a female; he put a message explaining his choice at the top of his sketch: "NOTE: I went with a female barbarian on this one because I thought the juxtaposition of the female form with the male Djinn added interest in the piece.")



### 3. Final Art

Here is a large version of his final piece, pre-cropping.



### 4. Card

Finally, here is the card as you all know it today.



## Five Years in the Making

Monday, June 10, 2002

Below is a snippet from issue 17 of *The Duelist* magazine, June 1997. For reference, this was right before *Weatherlight* and *Fifth Edition* were released.

The blurb refers to Olle Rode winning the Duelist Invitational and getting to design a card. Well, five years later, the card actually came out in *Judgment* - Sylvan Safekeeper.

So what happened? Why five years? Had he turned in a reasonable idea, the card would have probably appeared in *Stronghold*. But Olle was young and flippant, and he had no real interest in making a serious card. His first submission was *World of Bums*, ♠, *Enchant World*. The card had no text. Its only purpose was to destroy other *Enchant Worlds*, which R&D stopped supporting after *Visions*.

His second attempt was some sort of permission spell that went to the top of its owners library upon resolution, instead of in the graveyard. Kind of like a reverse *Memory Lapse*. Needless to say, neither card made it very far.

After Olle saw how cool Darwin Kastle, Mike Long, and Chris Pikula looked on their Invitational cards, he had a change of heart, and submitted something very close to Sylvan Safekeeper: a 1/1 for ♣ that could make a creature untargetable at the cost of returning a forest to your hand. The card was tweaked to fit in the *Odyssey* block by having it interact with threshold better, and was put into *Judgment*. Quite a wait!

### The Next Warhol



**W**hen Olle Råde won the *Duelist Invitational*, he earned the right to design a *Magic* card. Seeing this as a golden opportunity to allow all of you to witness how a *Magic* card gets designed and developed, I plan to let you in on the process as Olle's card goes from a thought in his head, to a piece of cardboard in a booster package. Stay tuned for further developments.

In the art for Sylvan Safekeeper, Olle is shown riding a spider. This is an homage to his winning deck at Pro Tour - Columbus (*Ice Age/Alliances* constructed), which became his signature deck.

## Main Deck

4 Karplusan Forest  
 7 Forest  
 7 Mountain  
*18 land*  
 4 Giant Trap Door Spider  
 4 Woolly Spider  
 4 Deadly Insect  
 4 Fyndhorn Elves  
 1 Gorilla Shaman  
 2 Orcish Cannoneers  
 2 Storm Shaman  
*21 creatures*  
 2 Giant Growth  
 4 Incinerate  
 1 Jokulhaups  
 2 Lava Burst  
 2 Lodestone Bauble  
 3 Pillage  
 1 Pyroclasm  
 3 Stormbind  
 4 Urza's Bauble  
*22 other spells*

## Sideboard

1 Anarchy  
 2 Essence Filter  
 1 Icy Manipulator  
 1 Jester's Cap  
 1 Jokulhaups  
 1 Monsoon  
 1 Primitive Justice  
 2 Pyroblast  
 2 Pyroclasm  
 2 Vexing Arcanix  
 1 Zuran Orb  
*15 sideboard cards*





## Name/Change

Tuesday, June 11, 2002

When the split cards were created in *Invasion*, one thing everyone knew was necessary to pull them off was catchy names – phrases made of words that meant something individually, yet still made sense together. Spite/Malice is a good example – I can counter your spell out of Spite, and kill your creature out of Malice. And together, "spite and malice" is a relatively well-known phrase, and is even the name of a card game played with normal playing cards.

At least two of the original five split cards went through name changes. Assault/Battery was originally known as "Hit/Run". While "Hit" is passable for a direct damage spell, "Run" is pretty silly for a token generating spell. Plus the name refers to a type of automobile accident, which isn't the best source of material. Assault/Battery is definitely the better name.

Wax/Wane's first name was "Pride/Prejudice". While those terms might make more sense– Pride makes my creature stronger, and Prejudice makes me want to destroy your enchantments – some members of the naming team didn't like the fact that the name was taken from a novel, *Pride and Prejudice* by Jane Austin.



## Surf's Up!

Wednesday, June 12, 2002

The art description for the *Stronghold* uncommon Flame Wave reads: "Show a literal wave of flame that travels down the exterior of Volrath's mountain. The Vec soldiers advancing up the mountainside are being fried by the oncoming wave. They don't have a chance to escape."



Artist Donato Giancola decided one lucky soldier had the means to escape: a surfboard. Hidden in the inferno is a lone surfer hanging 10 on the fire. Duuuuuude!



## Rat flavored

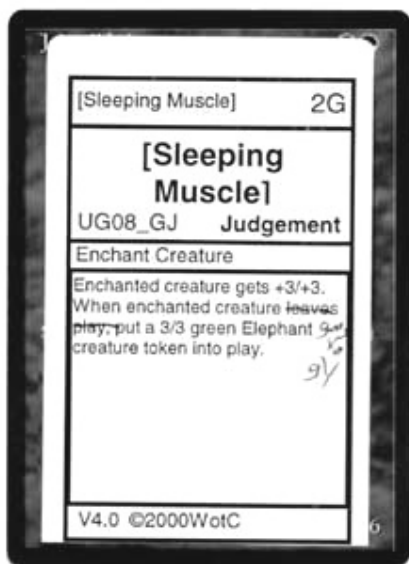
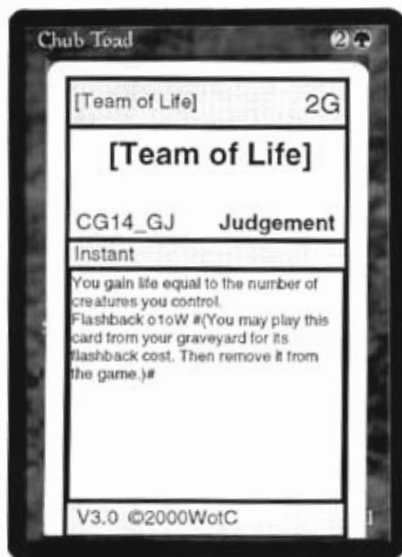
Thursday, June 13, 2002

Being a Cabal grave robber must be the worst job on Otaria. How do we know? By reading flavor text! Throughout the block, one unnamed grave robber gives us three quotes that show his building frustration with pesky vermin. Check out Decompose from *Odysey*, Carrion Rats from *Torment*, and Rats' Feast from *Judgment*:



## Judgment playtest cards II

Goofy card names abounded during *Judgment* playtesting; so many, in fact, that we're doing this type of Arcana again. Below are four playtest cards, each with a really silly playtest name. Try to figure out what they became.



## Fall of Maraxus

Monday, June 17, 2002

The set *Weatherlight*, fittingly, is where the *Weatherlight* Saga began in earnest. And, like *Tempest* after it, *Weatherlight* had sequences of card art that told little pieces of the story.

The most notable of these is on the cards *Desperate Gambit* and *Debt of Loyalty*.

In the former, Gerrard is battling Maraxus of Keld, and looks to be losing. But Starke is running up in the background.

*Debt of Loyalty* reveals that Starke backstabbed Maraxus, killing him. The flavor text shows Starke's true nature, however...





## Middle mana

The five *Invasion* Dragon Legends might all be three-colored gold cards, but their abilities are all tied closely to specific colors.

Each dragon is made of three colors of mana that are next to each other on the color wheel. Rith, the Awakener, for example, costs **3♣♠♣**. The Dragon's activated abilities are all linked to the middle color in the cost. Rith is essentially the "green dragon," as his ability to put Saprolings into play is green.



Crosis, the Purger is the black dragon, and forces discard.



Dromar, the Banisher is the blue bouncy dragon.



Treva, the Renewer is the white dragon that gains you life.



And Darigaaz, the Igniter is red, and burns people up.

Tuesday, June 18, 2002

## Sketches: Breaking Point

Wednesday, June 19, 2002

This week's Sketches looks at the *Judgment* rare Breaking Point from Matthew Wilson, the artist just featured in Behind the Canvas<sup>18</sup>.

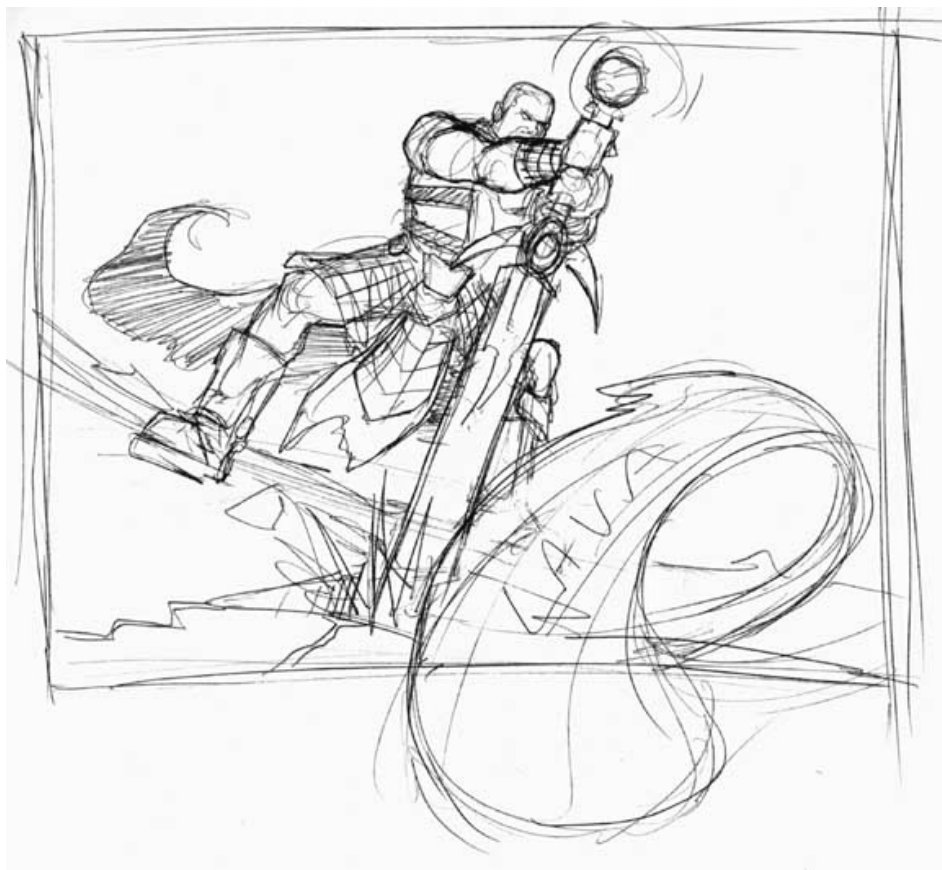
### 1. Art Description

These are the instructions given to the artist:

"This is a red card and should show Kamahl slamming his sword, with the Mirari attached to the pommel, into the ground. This causes the ground to erupt and sends lava streaming towards a battlefield. See reference for Kamahl."

### 2. Sketch

This is the preliminary sketch submitted by Matt. He was kind enough to label the lava for ease of viewing.



### 3. Final Art

Here is a large version of his final piece. Matt added the fire and energy wrapping around the sword blade.



### 4. Card

Finally, here is the card as you all know it today.



## *Legions*

Thursday, June 20, 2002

The second set in the *Onslaught* block has an official name now... *Legions*.

Legions will be released at the beginning of 2003 and will continue the *Onslaught* storyline. The R&D teams that worked on the set are as follows:

**Design:** Mike Elliott (lead) and Michael Donais

**Development:** William Jockusch (lead), Elaine Chase, Michael Donais, Worth Wollpert, and Randy Buehler

# Armadillos

Friday, June 21, 2002

With Randy posing questions about Hibernation in the base set<sup>19</sup>, the question of the art for the *Urza's Saga* Hibernation came up. Why are there armadillos in it?



*Urza's Saga's* design codename was "Armadillo". The art is a tribute to that codename.



## Early lifegain

Monday, June 24, 2002

Sometimes it's fun to look back at Richard Garfield's original playtest cards; they have a great amount of mystique and lore about them. Must be the silly clipart. Keeping with the theme, here are four *Alpha* cards that deal with gaining life. My favorite is Swords to Plowshares – "One creature takes up farming"!

### Iron Star

1/1

Artifact



A red spell successfully cast by either player gives you one life. NO TAP

### Lifetap

UU

Enchantment



Caster gains one life every time opponent's forest becomes tapped

### Drain Life

2B

Sorcery



For each B (beyond casting cost) do one damage to a creature or opponent. You take that many lives (but not more than the creature's toughness)

### Swords to Plowshares

W

Sorcery



One creature takes up farming, creature discarded from game (no regeneration, raise dead, etc.) Owner gets creature's power in life. Return s to deck after game.

## oNul ets

Tuesday, June 25, 2002

What in the world is an Onulet? Well, it's a creature that gives you two life when it goes to the graveyard – an effect mirroring that of the *Alpha* card Soul Net. The card was supposed to be called "Onulets" – with an "s" – which is an anagram of Soul Net.



But the art came back with just one little pink coffee table on it, not suitable for the plural name. So the "s" went away, and the wordplay went with it.

## Current wordings

Wednesday, June 26, 2002

R&D claims that if every card in *Alpha* and Beta were templated using today's standards, only one card would have the exact same wording now as it did then. Which one?

It isn't a creature card, since the type line has been changed from "Summon X" to "Creature - X". It can't be an artifact, since all artifacts at that time had subtypes of "Mono Artifact", "Poly Artifact", or "Continuous Artifact". So which card is it?

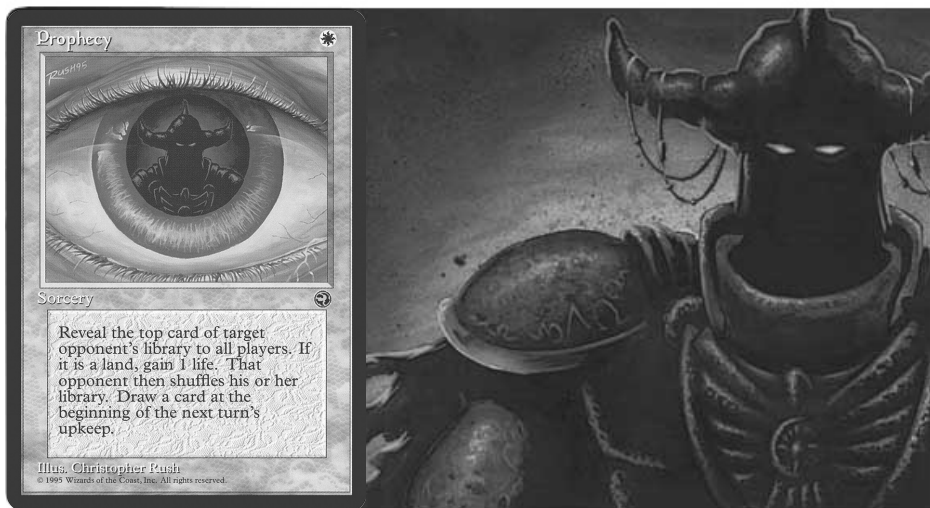


The answer is Stream of Life. Many old cards referred to targets ambiguously, but Stream of Life had it right, and the text is the same now as it was then.

# The original Prophecy

Thursday, June 27, 2002

If you thought the set *Prophecy* was a little sub-par, check out the *card* Prophecy. This *Homelands* common lifegain spell (I use the term loosely) is interesting because of it's art. In the center of the eye is reflected the real boss of *Homelands*, Ihsan's Shade. Baron Sengir had nothing on that guy.



# Iron Star at Worlds

Friday, June 28, 2002

The five life-gaining "Lucky Charms" are oft-maligned, but every once in a while, they show up in tournament decks. Two years ago, one of the Top 8 decks from a Regionals in Australia featured Throne of Bone, but the pinnacle of the Lucky Charm's existence may have come at Worlds in 1995, where the format was *Fourth Edition/Fallen Empires/Ice Age*.



Italy's Andrea Redi was playing a deck that was sort of precursor to Sligh – mono-red burn with a bunch of efficient creatures. His answer to the mirror match was to side in two copies of Iron Star, turning each spell cast into a chance for a little extra life.



## Main Deck

- |                          |                     |
|--------------------------|---------------------|
| 17 Mountain              | 1 Millstone         |
| 1 Dwarven Ruins          | 1 Jester's Cap      |
| 4 Strip Mine             | 1 Icy Manipulator   |
| 22 land                  | 1 Jayemdae Tome     |
| 2 Orcish Spy             | 3 Nevinyrral's Disk |
| 4 Uthden Troll           | 1 Detonate          |
| 2 Goblin Balloon Brigade | 4 Stone Rain        |
| 1 Goblin Mutant          | 2 Disintegrate      |
| 2 Orgg                   | 1 Fireball          |
| 11 creatures             | 4 Incinerate        |
| 4 Black Vise             | 4 Lightning Bolt    |
|                          | 27 other spells     |

## Sideboard

- 1 Dwarven Hold
- 1 Zuran Orb
- 2 Iron Star
- 1 Pyroclasm
- 2 Anarchy
- 2 Flashfires
- 2 Shatter
- 4 Red Elemental Blast
- 15 sideboard cards



## Sylvan mug shot

Monday, July 1, 2002

We covered a little of the story behind Olle Råde's Sylvan Safekeeper in a previous Arcana. But how do the artists paint the pictures of the players? Do they have them sit in a studio?

No, they use reference photos. Artist Pete Venters was kind enough to pass on his reference photo of Råde, shown below.



Here's what Pete had to say:

"This head shot was used because it was one of the clearest I could find. The old hair style was transplanted on because R&D wanted the portrait to represent how Olle looks when he won the right to make the card [before he went into the army].

"For the final piece I also adjusted where he was looking and gave him a knowing kind of smile to show he was in control of things."

## Movie Legends

Tuesday, July 2, 2002

Anthony's column today<sup>20</sup> is about the "Backdraft" format, which reminded us of the *Legends* card Backdraft, which reminded us of the movie *Backdraft*, which reminded us that *Legends* has a ton of cards that share names with movies. Among them: Field of Dreams, Cocoon, The Abyss, Raging Bull, and, of course, Backdraft.



We figured the number of card/movie pairs to be around 30, but Bob Flaminio did much more research than we did – he has the number at 45 for just *Legends* alone! You can see Bob's complete list of Magic movie names at <http://www.flaminio.com/magic/movies.html>.

## Rules maze

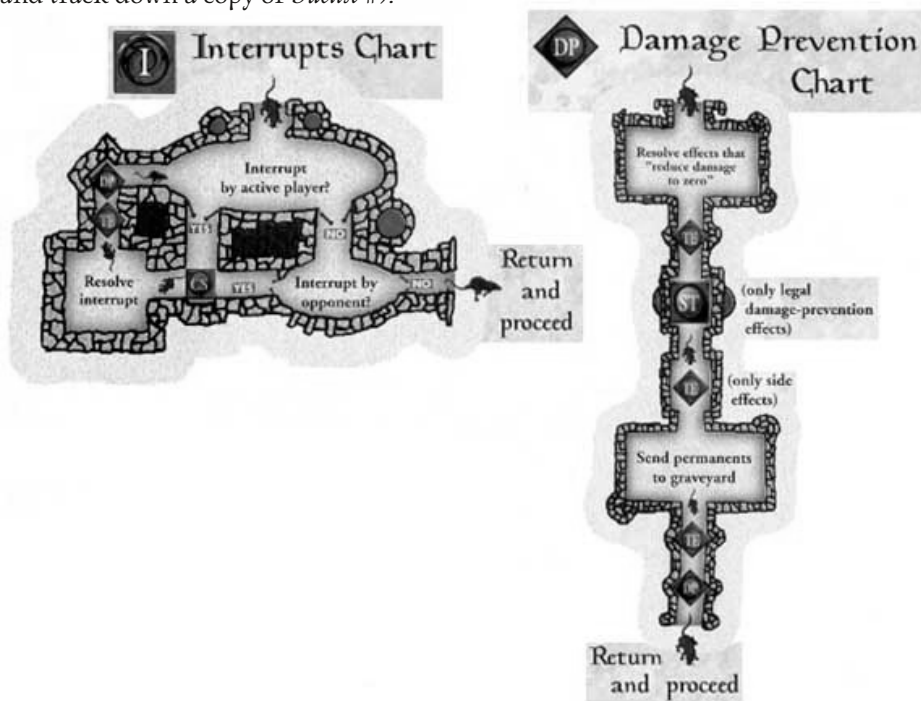
Wednesday, July 3, 2002

In *Duelist* magazine #9, which came out in February 1996, at about the time Homelands was on shelves, Tom Wylie compiled a visual representation of the current timing rules in his "Murk Dwellers" column.

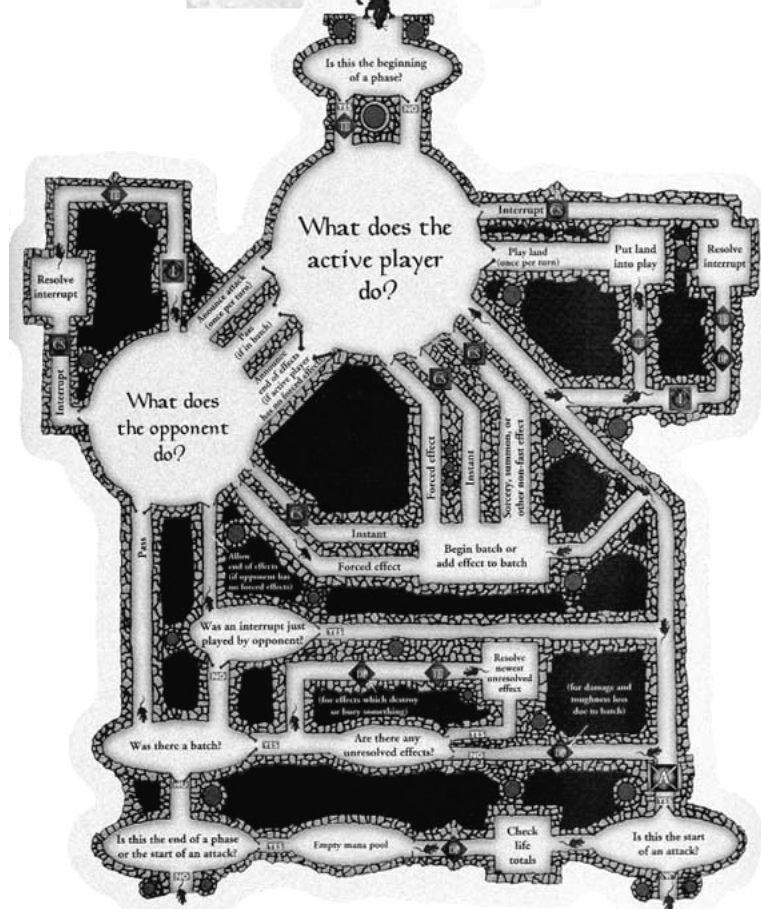
The timing rules were not as streamlined as they are today. There was no stack; spells and effects were played in batches, and once a batch started resolving, nothing else could be added to it. Interrupts trumped instants, and damage prevention effects could only be used during a certain "bubble" as opposed to at any time.

These rules are currently outdated, but we've included the whole "maze" just to show how convoluted things were back then. Aside from the sprawling diagrams, there were three pages of text, plus a caveat that it would also be necessary to read the rulebook and the *Pocket Players' Guide* in order to fully understand timing rules. R&D has a few copies of this chart hanging around their offices as gentle reminders of how rules can spiral out of control if not kept on a tight leash. The introduction of the stack with the Sixth Edition rules has eliminated many of these timing problems.

Glance over it here, and if you have any interest in looking at it in more detail, try and track down a copy of *Duelist* #9.



## A visual guide to Magic timing



Go on to  
next phase



## Casting of Spell or Effect





## Sketches: Genesis

Thursday, July 4, 2002

This week's Sketches looks at the *Judgment* rare Genesis from Mark Zug.

### 1. Art Description

These are the instructions given to the artist:

"This is a green card and should show a jedi in the shape of a centaur made of tree bark. See reference." As Mark Rosewater has discussed<sup>21</sup>, the incarnations were called "Jedi" during design.

### 2. Sketch

This is the preliminary sketch submitted by Mark.



### 3. Final Art

Here is a large version of his final piece.



### 4. Card

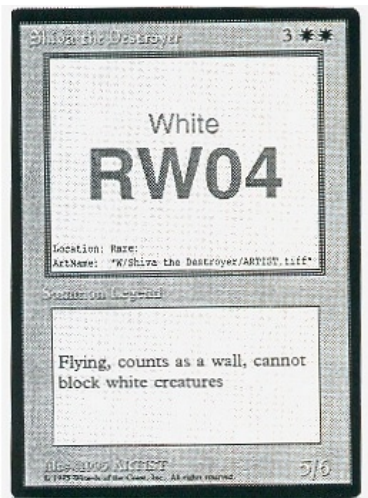
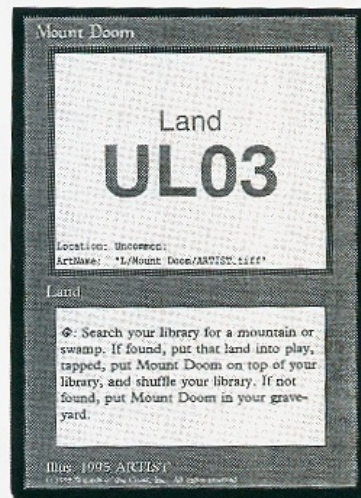
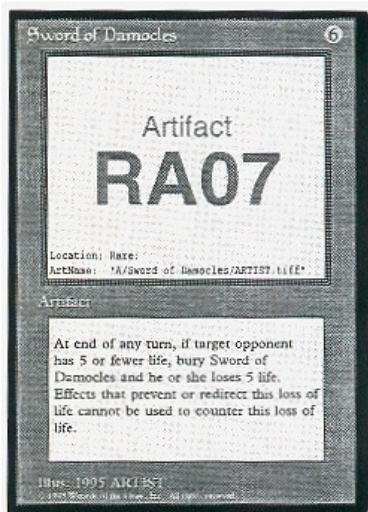
Finally, here is the card as you all know it today.



# Mirage playtest cards

Friday, July 5, 2002

Below are four playtest cards, each with their original playtest name. Try to figure out what they became.



Telim Tor, Razor Pendulum, Rocky Tar Pit, Sunweb



# Overlooked cycle

Monday, July 8, 2002

In *Fallen Empires*, a cycle of artifacts was printed: Balm of Restoration, Conch Horn, Implements of Sacrifice, Aeolipile, and Elven Lyre. Most people never even noticed that these were a cycle. Can you see what their relationships are to one another?



They each sacrifice to emulate two-thirds of the effect of one of the original *Alpha* "boons". Some were slightly adjusted – Conch Horn was weakened to be more like Brainstorm than Ancestral Recall, and Implements of Sacrifice provided any color of mana, but the general idea is still there.

Of the five, only Aeolipile saw any serious play; it gave non-red decks a source of direct damage, and it could kill otherwise troublesome creatures like Black Knight.



# Dreamcycle

Tuesday, July 9, 2002

The fact that *Torment* had abnormal color balance took a toll on the cycles in that set. The Tainted lands and Possessed creatures, for example, did not contain black entries because the cards were all mixtures of black with one of the other four colors. The Dreams were another story.



All the Dreams' mana costs bounced around for a while, but eventually it was decided that they would be "CC", where C stands for one colored mana. Insidious Dreams proved too good as a combo enabler at this cost, so it was bumped up to 3★, where it remains. The other two black Dreams (black got three as opposed to one) were not powerful enough to cost 3★, so they stayed at 1★ and 2★, making another "imperfect" cycle.





# Suleiman and the genies

Wednesday, July 10, 2002

Arabian Nights had no true five-card cycles, but two came really close.

There are four Djinnns and four Efreets, one in each color except white. White is too orderly and pure to be home to one of the chaotic and unpredictable Arabian spirits.

The four Djinnns: Serendib Djinn, Juzam Djinn, Mijae Djinn, Erhnam Djinn.



The four Efreets: Serendib Efreet, Junun Efreet, Ydwen Efreet, Ifh-Biff Efreet.



Long-time players and collectors will remember that Serendib Efreet was reprinted in the English *Revised* edition with the illustration for Ifh-Biff Efreet, one of our more classic blunders.

White did have one card related to Djinnns and Efreets – King Suleiman. The King tapped to destroy any Djinn or Efreet, and because he predated the invention of Legends, you can have more than one in play at a time.

The first (and only) white Djinn or Efreet appeared in *Invasion* – Ruham Djinn.



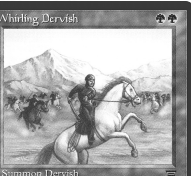
# Legends of Chess

Thursday, July 11, 2002

The original design file for *Legends* contained *six* full cycles of creatures representing the six different pieces in chess. Each color had a Pawn, a Rook, a Knight, a Queen, and a King that were identical across the colors; for example, the red King and the blue King did exactly the same thing.

Almost all the pieces were cut in development, and while a few of the abilities were used elsewhere (the green Rook inspired Jacques le Vert, for instance), only the green Pawn made it through relatively unscathed. Its mana cost was changed from 1♣ to ♣♣ (in those days 2G meant two mana, one of which was green), and it was given protection from black and renamed Whirling Dervish.

Below is the playtest sheet for the red and green chess pieces for your perusal. The other three colors were exactly the same.

|                                                                                                                                                                                                                        |                                                                                                                                                                                                                     |                                                                                                                                                                                                                                                            |                                                                                                                                                                                                                      |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Court Pawn</b><br>Summon 2R<br><br>For every point of damage the pawn inflicts upon opponent, the pawn gains another +1/+1.<br>1/1 | <b>Court Rook</b><br>Summon 3R<br><br>All casters creatures of the same color gain +2 toughness while Rook is untapped.<br>1/3     | <b>Court Knight</b><br>Summon 4R<br><br>May tap a knight and untap a land.<br>3/3                                                                                         | <b>Court Bishop</b><br>Summon 5R<br><br>May instantly redirect a sorcery or instant played on a creature. Owners choice.<br>4/4     |
| <b>Court Queen</b><br>Summon 6R<br><br>Queen may switch her attack with a friendly creature after blockers are set.<br>5/5           | <b>Court King</b><br>Summon 7R<br><br>Caster may sacrifice any other court piece of the same color to save the kings life.<br>6/6 | <b>Whirling Dervish</b><br><br>Summon Dervish<br>Protection from black<br>Gains +1/+1 (use counters) at the end of each turn in which it does damage to opponent.<br>1/1 | <b>Court Rook</b><br>Summon 3G<br><br>All casters creatures of the same color gain +2 toughness while Rook is untapped.<br>1/3     |
| <b>Court Knight</b><br>Summon 4G<br><br>May tap a knight and untap a land.<br>3/3                                                   | <b>Court Bishop</b><br>Summon 5G<br><br>May instantly redirect a sorcery or instant played on a creature. Owners choice.<br>4/4  | <b>Court Queen</b><br>Summon 6G<br><br>Queen may switch her attack with a friendly creature after blockers are set.<br>5/5                                              | <b>Court King</b><br>Summon 7G<br><br>Caster may sacrifice any other court piece of the same color to save the kings life.<br>6/6 |

## Alpha "Oops..." V

While we're discussing cycles, we can't neglect the old standbys, Circles of Protection. These five cards help give white its identity as the color that can hole up like no other.

When *Alpha* hit the shelves in '93, an oversight left Circle of Protection: Black off the printing sheet and out of the set. But in some strange way, it made sense to players.

"White and black are enemies," they postulated, "so it makes sense that white cannot stop black using a Circle of Protection." Ah, if only the real reason were so elegant.

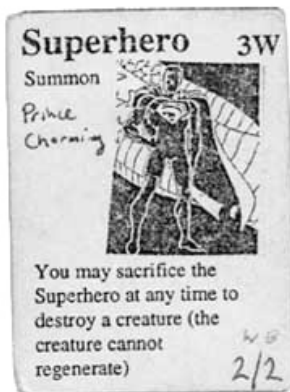
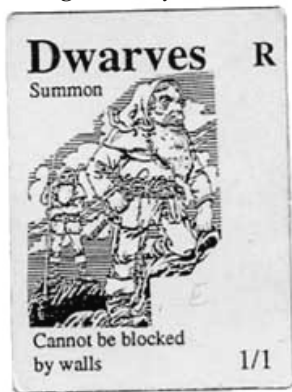
The CoP was put into the set in Beta, which then opened the Pandora's Box of problems relating to using a CoP on a Black Knight or other "protection from white" creatures, questions that still linger to this day...



## Not quite real

Monday, July 15, 2002

While a large percentage of cards in *Alpha* remained unchanged from how they were playtested, a few tweaks were made and a few cards were removed. Below are three cards that Richard Garfield created that didn't make the cut and never saw the light of day.



Dwarves was kind of like a red Bog Rats, and was replaced by Dwarven Warriors, a creature proficient in making others unblockable as opposed to itself. Superhero was deemed way out of flavor for white, even then, and was more than likely morphed into Northern Paladin. And Ecoshift was a wacky card that randomly redistributed all the lands in play, but the switch was permanent, meaning you got to walk away with whatever lands ended up on your half when the game ended. Richard killed this card because it encouraged "hustling" by allowing you to pack your deck full of basic lands, swap them for more valuable lands, and then walk off with them.





# The Great Library

Tuesday, July 16, 2002

Sure, Library of Alexandria is powerful, but it pales before the mighty Library of Congress.

Never heard of Library of Congress? That's because it only exists in Magic Online, and only in accounts of internal testers. Take a look at this bad boy:



Library of Congress  
Land  
MTGO Test cards  
Library of Congress counts as a basic land.  
0: Search your library for a card and put that card into your hand. Then shuffle your library.  
0: Draw a card.  
0: Library of Congress deals one damage to target creature or player.  
0: Target player loses 20 life.  
0: Add one mana of any color to your mana pool.  
0: Target creature gains haste until end of turn.  
0: Choose a creature type.



It's like the Swiss army knife of Magic cards. Infinite damage, card drawing, tutoring, you name it. And, it's a basic land, so you can put as many as you want in your deck.

The card exists to allow easy testing of mechanics. For example, if you build a deck with one Wild Mongrel, one Arrogant Wurm, and 58 Libraries, you can test out madness quite easily by tutoring for and casting the cards right away.

Don't worry, the card is only useable in "test mode" which normal players don't even have access to, and all accounts containing a Library of Congress have the trade option disabled. So no one will be playing this monstrosity against you in the casual play room.

As an aside, the art on Library of Congress is from the *Alpha* Air Elemental, chosen because it is the first card (alphabetically) from the first set.



## Golem filters

Wednesday, July 17, 2002

The five Attendants from *Invasion* are linked to their respective Dragon Legends by the colors of mana they produce when sacrificed. Each Attendant can be sacrificed to filter one mana into three colored mana, allowing the Dragon Legends to be cast in decks of any color.



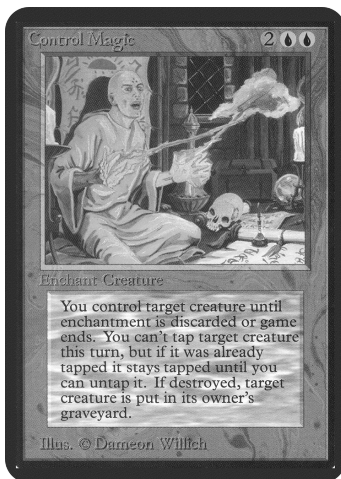
That wasn't the first time such a relationship was created. Both Coal Golem and Ball Lightning were printed in *The Dark*, and the Golem can be sacrificed to turn 3 into , allowing any deck to cast Ball Lightning. Not easily, mind you, but it does make for a nasty surprise.



# The Control Magic family

Thursday, July 18, 2002

The card Bribery was originally slated to be in *Urza's Destiny*, and had the playtest name "Kick-Ass Control Magic." But the *Destiny* team wanted to continue the "free mechanic" into that set, and created Treachery, which is basically a five mana "free" Control Magic.



Bribery was moved up a set into *Mercadian Masques*, where it found a happy home, and both cards made significant impacts on their respective Block Constructed – and Standard – metagames.

Later, *Odyssey* debuted Persuasion, which is Treachery without the free mechanic. The development teams believe the original Control Magic was undercosted at 4 mana, and Treachery was undercosted at 5, but both Bribery and Persuasion are costed correctly.



## Anvil of Shadows

Friday, July 19, 2002

Sometimes when cards are reprinted, there are little snafus in the files that no one catches. In the case of the *Chronicles* Wall of Shadows, the victim was its expansion symbol.



Wall of Shadows originally appeared in the *Legends* expansion, but when it was reprinted, the symbol was accidentally changed to that of *Antiquities*.

# Mouthfuls

Monday, July 22, 2002

The Magic card with the longest name is obviously The Ultimate Nightmare of Wizards of the Coast Customer Service, a wacky direct damage spell from *Unghued*, clocking in at a whopping 54 letters.



But what cards claim the title among tournament-legal sets? There are two cards: Circle of Protection: Artifacts, originally from *Antiquities*, and *Legends'* The Tabernacle at Pendrell Vale, both with 27-letter names. Mouthfuls indeed.





## Two Adnates

Tuesday, July 23, 2002

We've shown instances where two different cards got their art from the same illustration (Gallantry/Repentant Vampire, Stronghold Biologist/Stronghold Machinist), but there are also instances where one card used the same picture... twice!

Years ago, commons were often printed with more than one picture (*Fallen Empires* and *Alliances* were the frontrunners in this practice). Sometimes the pictures were all done by different artists (like the four Thallid cards in *Fallen Empires*), sometimes by the same artist (Terese Nielsen drew both *Alliances'* Elvish Rangers), and sometimes they were taken from the same painting.

The two versions of Soldevi Adnate from *Alliances* were taken from one large illustration by Chris Rush. The full image is below.





## Mouthfuls II

Wednesday, July 24, 2002

When card names are created, "sounding cool" is very important. But since the game is designed in English, all the names are made to "sound cool" in English. When they get translated into other languages, things might get a little messy. (How do you translate "Endbringer" or "Forcemage" anyway?) This Arcana looks at some of those cards with titles that spiraled out of control when they were translated.

The first is the Spanish Order of the Sacred Torch. The name of this card – including spaces – is so long that it actually overlaps the mana cost!



To avoid any more overlaps, cards with super-long names were later typeset using a different font--either the normal font compressed, or an actual smaller point size.

Here are some examples:

French *Prophecy*

Endbringer's Revel

Spanish *Tempest*

Heartwood Treefolk

Spanish *Portal Second Age*

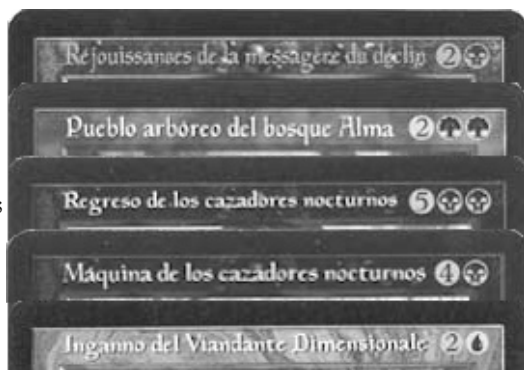
Return of the Nightstalkers

Spanish *Portal Second Age*

Nightstalker Engine

Italian *Planeshift*

Planeswalker's Mischief



# The bad Oath

Thursday, July 25, 2002

The five Oath cards from the *Exodus* expansion are very powerful enchantments, and many of them lends themselves to decks. Oath of Druids and Oath of Ghouls both power dominant *Extended* decks, and Oath of Scholars was tried in blue weenie decks as a source of card advantage. Even Oath of Lieges has seen play in weird creations featuring Stasis and Squandered Resources.

But what about the red one? Oath of Mages? The red Oath was a victim of cycle symmetry. It was initially designed to do one damage per turn to the person with the least life, not the most. Red decks tend to do better when the opponent is down on life, not up, and this card was a good fit. But it was changed to fit the other Oath templates, where the player with "less" benefited.



# Restricted Legends

Friday, July 26, 2002

Looking at the old DCI Tournament Rules, circa *Ice Age* in 1995, we stumbled across a funny passage:

"After reading the updated rules carefully, you'll note that Summon Legend cards are no longer Restricted across the board. Yes, that means that you may now construct a sanctioned tournament deck with four General Jarkeld cards in your deck! That doesn't mean, however, that both players in a given duel may each have a General Jarkeld in play; the rule pertaining to only one individual legend card title in play at any one time is still effective!"

Ooooh, four General Jarkelds! Why did this rule exist in the first place? Why were all Summon Legends restricted? Were they too powerful? Would having four Jedit Ojanens be downright unfair?

No, it was a combination of two things. One was for rules reasons: if you only had one Tor Wauki in your deck, you wouldn't be tempted to have more than one in play very often. Kept things simple.

The other reason was for flavor. These cards represented powerful Legendary beings, and you only got one chance to summon them! Make it count!

I think we're all glad the DCI stopped dabbling in flavor and started restricting cards based only on power level concerns.



# Sketches: Mirror Wall

Monday, July 29, 2002

This week's Sketches looks at the *Judgment* common Mirror Wall. The story of this card's art is actually pretty funny.

## 1. Art Description

These are the instructions given to the originally scheduled artist, John Avon:

"This is a blue card and should show a wall of mirrors of various shapes and sizes. Light should be shown bouncing off several of the mirrors creating a concentrated searing beam of light. You can show some victims of this beam but no reflections need be shown in the mirrors."

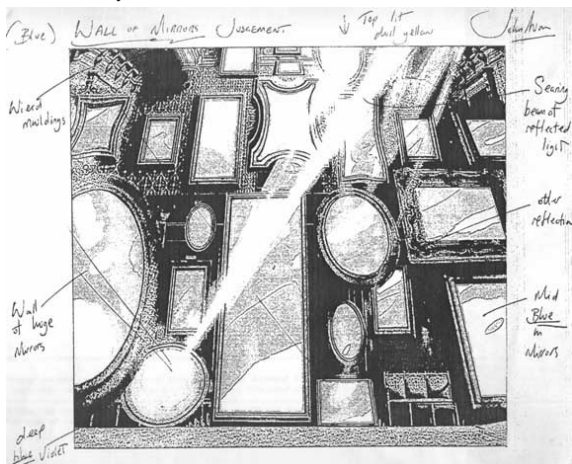
## 2. Sketch

This is the preliminary sketch submitted by John.

What did you expect? This art does, in fact, convey a "Wall of Mirrors." But it doesn't exactly illustrate what the card does. This is a pretty mundane looking wall, especially for one that is able to attack. Plus it looks like it is inside a house, not something to be used in a battle between two spellcasters. Now, none of this if Mr. Avon's fault, of course, he was just doing what he was told.

Realizing that the "Wall of Mirrors" wouldn't serve the purpose needed for the card, Rei Nakazawa of the creative team asked the art director to have the art re-commissioned as "a wall that is completely mirrored... curved inwards slightly, like a shallow U. In the middle of the U, a figure of some type is standing, and getting fried by the beams of concentrated light..."

Artist Mark Brill was given the new assignment, and here's his sketch:





### 3. Final Art

Here is a large version of Mark's final piece. This conveys the idea of an offensive wall much better.



### 4. Card

Finally, here is the card as you all know it today.





## Unseen tokens

Tuesday, July 30, 2002

Art is commissioned for most tokens that are needed for recent sets, and most of that art appears on the Player Rewards tokens given out by the DCI. But not all of it.

Because *Magic Online* needs to physically represent all the tokens in the game, art needs to be created for even the most insignificant tokens. And for some of that art, *Magic Online* is the only place it appears.

Below are three pieces of that art that was created for tokens from the *Odyssey* block. We'll come back later to look at the *Invasion* block tokens.



*Odyssey Spirit (1/1 flying)*

Artist: Dana Knutson



*Judgment Bird (1/1 flying)*

Artist: John Avon



*Judgment Cat (1/1 haste)*

Artist: Mark Brill

## Mercadian name game

Wednesday, July 31, 2002

Here's a little guessing game. Listed below are six card names that were changed at the last minute. Can you guess what they are? Here are some hints.

- (1) All six are from *Mercadian Masques*.
- (2) All six are either uncommon or rare cards.
- (3) The color of each card is listed after it.

- ☞ Bribed Guards (white)
- ☞ Storm Drifter (blue)
- ☞ Catoblepas (black)
- ☞ Crush (red)
- ☞ Team of Oxen (green)
- ☞ Thran Till (artifact)

## Frenetic Encounter

Thursday, August 1, 2002

Under the printed wording of Frenetic Efreet (from the *Mirage* expansion), it is possible to make a Chance Encounter deck that can win ten coin flips in no time. Just play the Efreet on turn three, then the Encounter on turn four and then activate the Efreet a few thousand times in response to one another. The Efreet would either phase out or die as a result of the first resolution, but you'd get to keep flipping coins. And you'd be sure to win ten flips out of thousands, satisfying Chance Encounter's win condition.

But the alert people on the rules team stopped this little combo dead before it ever had a chance to work, issuing errata on Frenetic Efreet. According to the Oracle card reference<sup>22</sup>, Frenetic should now read as follows:

Frenetic Efreet

162

Creature -- Efreet

2/1

Flying

**0:** If Frenetic Efreet is in play, flip a coin. If you win the flip, Frenetic Efreet phases out. If you lose the flip, sacrifice Frenetic Efreet.

Now if the Efreet isn't in play (and it won't be once a single flip resolves), you don't flip any more coins. So much for that killer combo!



## Green environment

Friday, August 2, 2002

During the concepting for a set, artists have to come up with "environment" sketches that will depict the different "locales" that will be associated with each color. Below is a sketch from the *Odyssey* styleguide that shows one of the "green environments" that later developed into the Krosan Forest where Seton and his Centaurs live.

### Green Environment



## The almost different back

Monday, August 5, 2002

One phone call. That's all that came between Magic as it is now, and a less elegant game with thirty different card backs.

*Arabian Nights* almost had a completely different card back (as you can read about in Richard Garfield's article<sup>23</sup>), but an eleventh-hour change of heart (partially due to player protests) and a last-minute phone call insured that Magic's first expansion had identical card backs to the base game. If that hadn't happened, the precedent would have led all expansions to have different backs, and who knows how matches would have played out with all that extra information... ("Hmmm... my next card is from *Legends*... must be Mana Drain.")

Here is a standard card back, and the lovely purple-and-gold design that was proposed for *Arabian Nights*.





## Arabian Nights product images

Tuesday, August 6, 2002

*Arabian Nights* was the first expansion produced for *Magic: The Gathering*. It was released in December of 1993 and was sold in 8-card booster packs for \$1.45 per pack. Each pack contained two uncommon cards and six commons (there were no rares). The booster display boxes contained sixty packs each.

Note that the proposed new card back appeared on the booster box, indication that it was indeed a last-minute decision to print the set using standard *Magic* backs.



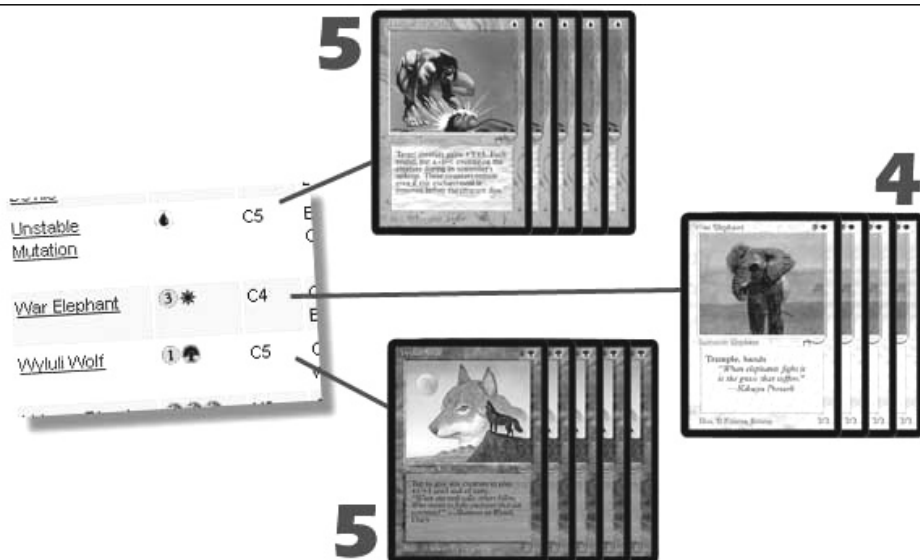
## Arabian rarities

Wednesday, August 7, 2002

If you've looked at our *Arabian Nights* card list<sup>24</sup>, you may be wondering what the rarities codes are.

*Arabian Nights* did not have three print sheets of cards like current sets do (four, if the set includes basic lands). Instead there was only a common and uncommon sheet, and the cards were on those sheets in different frequencies. Each sheet contained 121 cards.

The rarity code for each card consists of a letter that tells you which sheet it was on, and a number that tells you how many times it appeared. The three cards shown below are all commons.



So for every five Unstable Mutation cards printed, four War Elephant cards were printed. The most common card? Desert, which has a rarity of C11. The only card to appear one time on a sheet? The Arabian Mountain, which has a rarity of C1, making it just as hard to find as cards with a rarity of U3. (The common-uncommon ratio was 3:1 in the booster packs.)

## (a) versus (b)

Thursday, August 8, 2002

Some people consider *Arabian Nights* to be a 78-card set, since there are 78 unique card names in the set. But many collectors view the set as actually having 92 cards, since there are printing differences on several of the commons' mana symbols, resulting in two distinct versions for each.

Eleven of the twelve commons that have generic mana in their mana costs appear in two versions, with Desert Nomads being the only exception. An example is shown here.

Note that one version has a small, dark generic mana symbol, and one has a "normal looking" symbol.

In addition, three other commons – Hasran Ogress, Nafs Asp, and Stone-Throwing Devils – were printed with slightly different colored mana symbols; these differences are very subtle.

The cards with smaller, darker symbols are known as the "a" variations, and the normal-looking cards are known as the "b" variations.



The rarities of each:

| Card Name (variation)     | Rarity | Card Name (variation) | Rarity |
|---------------------------|--------|-----------------------|--------|
| Erg Raiders (a)           | C3     | Wyluli Wolf (a)       | C4     |
| Erg Raiders (b)           | C2     | Wyluli Wolf (b)       | C1     |
| Hasran Ogress (a)         | C3     | Bird Maiden (a)       | C2     |
| Hasran Ogress (b)         | C2     | Bird Maiden (b)       | C2     |
| Oubliette (a)             | C2     | Rukh Egg (a)          | C3     |
| Oubliette (b)             | C2     | Rukh Egg (b)          | C1     |
| Stone-Throwing Devils (a) | C3     | Army of Allah (a)     | C3     |
| Stone-Throwing Devils (b) | C1     | Army of Allah (b)     | C1     |
| Fishliver Oil (a)         | C3     | Moorish Cavalry (a)   | C4     |
| Fishliver Oil (b)         | C1     | Moorish Cavalry (b)   | C1     |
| Giant Tortoise (a)        | C3     | Piety (a)             | C3     |
| Giant Tortoise (b)        | C1     | Piety (b)             | C1     |
| Nafs Asp (a)              | C3     | War Elephant (a)      | C3     |
| Nafs Asp (b)              | C2     | War Elephant (b)      | C1     |

## Old cards, new words

Friday, August 9, 2002

With the advent of the Oracle card reference<sup>22</sup>, the wording of many old cards has been updated to reflect more "modern" terms and mechanics. Here are three such cards from *Arabian Nights*.

### Rukh Egg

**Card text:** If Rukh Egg goes to the graveyard, a Rukh – a 4/4 red flying creature – comes into play on your side at the end of that turn. Use a counter to represent Rukh. Rukh is treated exactly like a normal creature except that if it leaves play it is removed from the game entirely.

**Oracle text:** When Rukh Egg is put into a graveyard from play, put a 4/4 red Rukh creature token with flying into play at end of turn.

Aside from the "reminder text" (yes, it existed, albeit in a different form, even back then) about what a token is, the wording is functionally quite different. The phrase "from play" is missing, and it was originally thought to work like the card Compost does today, which triggers if a black card goes to play from anywhere – hand, in play, or library. Under the original wording, you could build a deck of 40 Rukh Eggs, and win by simply discarding one per turn once you had eight cards in hand. It wasn't until the release of *Duelist* #4 in 1995 that an official statement was made from the DCI clarifying that the Egg had to go to the graveyard *from play* in order to generate the token.

### Cyclone

**Card text:** Put one chip on Cyclone each round during your upkeep, then pay ♣ for each chip or discard Cyclone. If not discarded, Cyclone immediately does 1 damage per chip to each player and each creature in play.

**Oracle text:** Cumulative upkeep ♣ (At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay ♣ for each age counter on it.)

Whenever you pay Cyclone's cumulative upkeep, it deals damage equal to the number of age counters on Cyclone to each creature and player.



Cumulative upkeep proper did not debut until *Ice Age*, six set after the release of *Arabian Nights*. But because the sets were designed at the same time, it's not surprising to see this borrowed mechanic show up in a rougher form. Cyclone has cumulative upkeep exactly, except without the benefit of a keyword. The Oracle puts that keyword in, and the card becomes easier to understand.

## Oubliette

**Card text:** Select a creature in play when Oubliette is cast. That creature is considered out of play as long as Oubliette is in play. Hence the creature cannot be the target of spells and cannot receive damage, use special powers, attack, or defend. All counters and enchantments on the creature remain but are also out of play. If Oubliette is removed, creature returns to play tapped.

**Oracle text:** When Oubliette comes into play, target creature phases out. That creature can't phase in as long as Oubliette remains in play. When Oubliette leaves play, the creature phases in tapped.

Heaven forbid if a creature can't use special powers! But seriously... The intent of Oubliette was to remove a creature from the game "in tact," meaning that when it came back, it retained all of its counters and enchantments. Traditional means of removing something from the game (Sword to Plowshares) didn't allow for such behavior; local enchantments were put into the graveyard and the creature was never to be seen again.

Nine sets later, *Mirage* debuted phasing, which did what Oubliette spelled out in so many words. Phased-out creatures retain all their characteristics, but are not affected by anything happening "in-game." It is interesting to note that a creature trapped by Oubliette is not technically "removed from game" anymore, but is placed in the "phasing zone" (otherwise known as "phaseland"), and subsequently cannot be retrieved by Living Wish or Death Wish.





# Sketches: Arcane Teachings

Monday, August 12, 2002

This week's Sketches looks at the *Judgment* common Arcane Teachings by Mark Brill. This card has an interesting story behind it.

## 1. Art Description

These are the instructions given to the artist:

"A dwarven mage, perhaps a cleric, doing his thing (not fire-related). This card should show a dwarven mage in his study intently studying some object there. The focus should be on the mage."

The nifty thing about this art was that it was not originally for Arcane Teachings, and wasn't even for *Judgment*. The card this description was for was a *Torment* common called [Dwarven Cleric], a 1/1 for  that had the text of Pitchstone Wall: "Whenever you discard a card from your hand, you may sacrifice CARDNAME. If you do, return the discarded card from your graveyard to your hand."

## 2. Sketch

This is the preliminary sketch submitted by Mark.



[Dwarven Cleric] Card# 36478

Artist: Mark Brill

The problem was that [Dwarven Cleric] was switched into Pitchstone Wall after the art was commissioned, and once it was done there was no card to use it on. So it just sat around unused.

### 3. Final Art

Here is a large version of his final piece.

There was a card in the *Judgment* file named [Big Tim]. When the creative team saw that it was a red card that could potentially use the old [Dwarf Cleric] art, they came up with a good name to tie it all together, Arcane Teachings.



### 4. Card

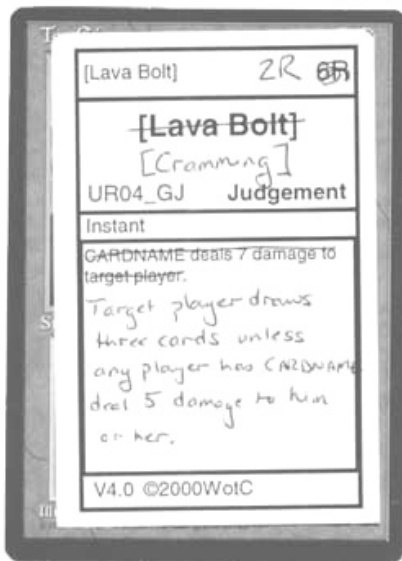
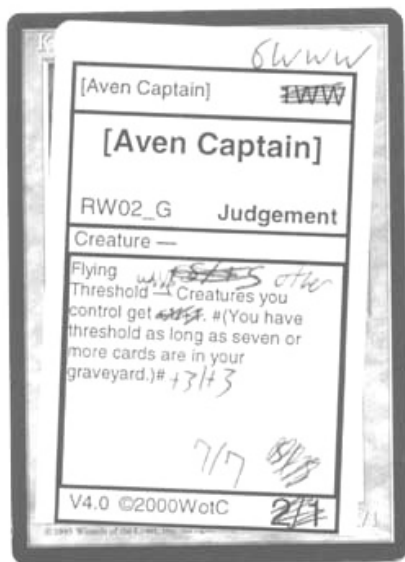
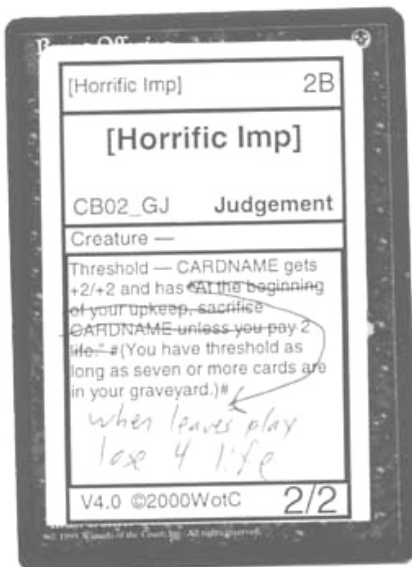
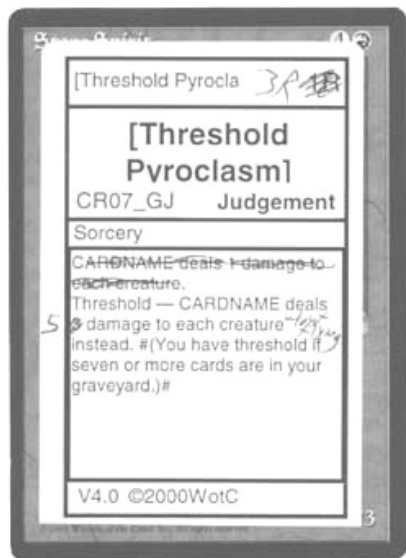
Finally, here is the card as you all know it today.



## Altered Judgment

Tuesday, August 13, 2002

Often during playtesting, cards undergo little changes as the development process chugs along. Below are four *Judgment* cards that underwent some pretty large transformations, including one that changed into an entirely different card. Luckily, the versions we're showing are the altered playtest versions, which should make it easier to figure out what these cards actually became.



Swirling Sandstorm, Treacherous Werewolf, Silver Seraph, Broubeat

## ***Eighth Edition* press release**

Wednesday, August 14, 2002

### ***MAGIC: THE GATHERING® EIGHTH EDITION*** **COMING JULY 28, 2003**

**New base set will feature cards picked by players  
and help mark Magic's 10th anniversary**

**RENTON, WA, AUGUST 14, 2002** – Wizards of the Coast, Inc., a division of Hasbro, Inc. (NYSE: HAS), today announced that the *Eighth Edition* of the premier trading card game, **Magic: The Gathering®**, will release worldwide July 28, 2003, on the heels of the 2003 GenCon game fair. Development of the new base set of Magic cards is underway and, through polls on [www.magicthegathering.com](http://www.magicthegathering.com), players are helping to shape the look and feel of the *Eighth Edition*.

"More than any other game Magic empowers players and is about community and we're celebrating that by inviting players to participate in the creation of the *Eighth Edition*, the release of which coincides with Magic's 10th anniversary," explained Joe Hauck, Vice President of Trading Cards Games for Wizards of the Coast. "Players are making important decisions about cards that will be in or out, they're voting on artwork and writing flavor text. This is the first time we've invited player input to this extent."

## Magic: The Gathering Eighth Edition Coming July 28, 2003

While most of the cards remain unknown at this time, the following cards garnered enough votes from players to earn a definite place in the *Eighth Edition* and Magic history:

- Birds of Paradise + Vine Trellis (edged out Llanowar Elves + Utopia Tree)
- Obliterate (got more votes than Jokulhaups)
- Nekrataal (beat Dark Hatchling)
- Two-Headed Dragon (bested Crimson Hellkite)
- Rewind (instead of Dismiss)
- Ensnaring Bridge (not Static Orb)
- Noble Purpose (over Orim's Prayer)
- Worship (beat both Kismet and Pariah)

The *Eighth Edition* player polls continue through September 6. Players should visit [www.magicthegathering.com](http://www.magicthegathering.com) and look for the "Spend Your Summer On *Eighth Edition*" promotion for more information and to participate.

Wizards of the Coast will mark the 10th Anniversary of **Magic: The Gathering** with special events at next summer's GenCon and **2003 Magic: The Gathering World Championship**, among other 10th Anniversary activities. "With the release of *Eighth Edition* and the 10th Anniversary, 2003 promises to be an exciting year for **Magic** fans," Hauck remarked.

The **Magic: The Gathering** game, invented by Richard Garfield and first released in 1993, is the most widely played trading card game, with an active base of more than seven million players in 52 countries. **Magic: The Gathering** trading card games are available in nine languages. More than 100,000 official tournaments are held annually, hosted by the DCI™ players' organization, the governing authority for all officially sanctioned **Magic** tournaments.

Wizards of the Coast, Inc., a subsidiary of Hasbro Inc. (NYSE:HAS), is the worldwide market share leader in the trading card game and tabletop roleplaying game categories. A leading developer and publisher of game-based entertainment products, the company holds an exclusive patent on the play mechanic of trading card games (TCGs). For more information on Wizards of the Coast, visit [www.wizards.com](http://www.wizards.com).

###

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# Hippos and Reflections

Thursday, August 15, 2002

There are 13 cards in *Invasion* and *Planeshift* combined that create creature tokens. Most of their offspring are covered by the fine people in Player Rewards, from Battery's Elephant to Aura Mutation's Saprolings to March of Souls' Spirits.

But there are two token makers – one in each set – that produce tokens for which real physical versions do not exist: Pure Reflection and Questing Phelddagrif.

Just as we showed earlier for a few *Judgment* cards, these tokens do have art associated with them, art that is visible in *Magic Online*. If you create a Reflection or Hippo token online, here's what you'll see:



*Planeshift* Hippo (1/1)

**Artist:** Jeff Laubenstein

**Made for:** Questing Phelddagrif



*Invasion* Reflection (\*/\*)

Reflection's power and toughness are each equal to the converted mana cost of the last played creature spell.)

**Artist:** Ron Spears

**Made for:** Pure Reflection

## The "Buelher" deck

Friday, August 16, 2002

Every year, four Standard (Type 2) decks from the top of the Worlds standings are chosen to be mass-produced with special borders and backs and sold to commemorate the tournament. Our own Friday columnist, **Magic** lead developer Randy Buehler, was one of the lucky four to have his deck produced after the 1998 Worlds in Seattle.

Randy's deck was a mono-blue control deck that dealt with opposing cards via lots of countermagic and Nevinyrral's Disks, and eventually won with Stalking Stones or Rainbow Efreet.



Two interesting facts about Randy's deck: One, his twelfth-place finish is the lowest to date of anyone who has had his deck mass-produced. He "lucked" into it by being the first player in the standings *not* playing mono-red, mono-white, or Survival of the Fittest/Recurring Nightmare, which were the other three decks produced that year. His 6-1 record in the Standard portion made the decision to use his deck easy.

The more dubious distinction is that Randy is the only person to date to be unlucky enough to have his name spelled wrong on the deck box; the "H" and "L" are reversed. (And, yes, "Twelfth" is also misspelled.)

## Main Deck

18 Island  
4 Quicksand  
4 Stalking Stones  
26 land  
1 Rainbow Efreet  
1 creature  
4 Counterspell  
4 Dismiss  
2 Dissipate  
3 Forbid  
4 Force Spike  
4 Impulse  
3 Mana Leak  
1 Memory Lapse  
4 Nevinyrral's Disk  
4 Whispers of the Muse  
*33 other spells*

## Sideboard

2 Capsize  
1 Grindstone  
4 Hydroblast  
4 Sea Sprite  
4 Wasteland  
*15 sideboard cards*



*Randy Buelher*

## 2002 World Champion

Monday, August 19, 2002

Carlos Romao is the 2002 **Magic** World Champion! At the start of the day, he and Argentinean National Champion Diego Ostrovich shared the honor of being the first Latin Americans to make the Top 8 of a Pro Tour. Their hard work had paid off. The Latin Alliance, composed of pros from Uruguay, Argentina, Chile, Brazil and Venezuela, was an unprecedented collaboration between the pro communities of Latin America. They tested endlessly for Worlds, sharing tech and results, and they put two players in the Top 8. You can read full coverage of Worlds 2002 at the Sideboard<sup>25</sup>.



## Different Scent

Once in a while, an alternate version of a card will be printed as part of a promotional giveaway.

This alternate art version of the *Urza's Destiny* common Scent of Cinder, illustrated by Carl Critchlow, was created to be a giveaway in the now-defunct *Duelist* magazine. The card was included in every issue of *Duelist* #39, which was released in July 1999.

This alternate version was given a collector number of "96a/143."

Tuesday, August 20, 2002





## Sketches: Golden Wish

Wednesday, August 21, 2002

This week's Sketches looks at the *Judgment* rare Golden Wish by Alan Pollack.

### 1. Art Description

These are the instructions given to the artist:

"This is a white card and should show a djinn offering a female nomad a splendid looking glowing ring. The nomad should appear overjoyed to receive the gift."

The card was originally called "Nomad's Wish."

### 2. Sketch

This is the preliminary sketch submitted by Alan.



Alan then voluntarily sent in a second sketch, fearing that when his original image was shrunk down to card size, the ring wouldn't be visible at all. His new sketch brings the action closer to the ring itself.



### 3. Final Art

Here is a large version of his final piece. He opted to go with the close-in version, and it turned out beautifully.



### 4. Card

Finally, here is the card as you all know it today.



## Penumbra tokens

Thursday, August 22, 2002

We have already looked at the tokens that only "exist" in *Magic Online* for the *Odyssey* block and *Invasion* and *Planeshift*, which leaves just *Apocalypse*.

All the online tokens for that set are generated when a creature goes to the graveyard. Below is a chart of the four *Apocalypse* token cards that exist only in *Magic Online*.



*Apocalypse Cat* (2/1)

Artist: Daren Bader

Made for: Penumbra Bobcat



*Apocalypse Kavv* (3/3)

Artist: Arnie Swekel

Made for: Penumbra Kavv



*Apocalypse Wurm* (6/6 trample)

Artist: Ron Spears

Made for: Penumbra Wurm



*Apocalypse Angel* (3/3 flying)

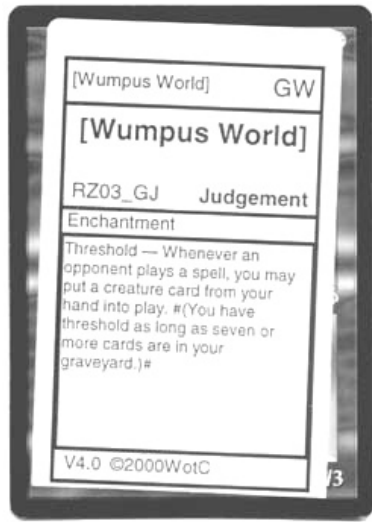
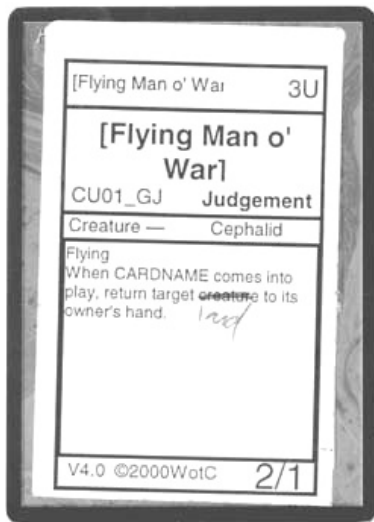
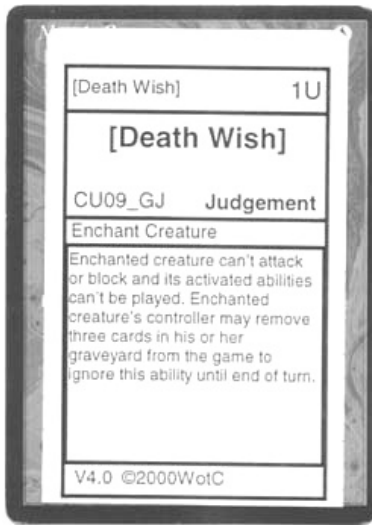
Artist: Glen Angus

Made for: Haunted Angel

# Silly Judgment names

Friday, August 23, 2002

The design team for *Judgment* came up with some silly names for cards. Very few, if any, of the design names ended up on the cards, and most weren't even close. Below are four of the sillier ones, including a name that ended up being used on a completely different card in the set.



Trained Pronghorn, Lost in Thought, Aven Fogbringer, Hunting Grounds

# Sketches: Aven Fogbringer

Monday, August 26, 2002

This week's Sketches shows off the *Judgment* common Aven Fogbringer by Ed Beard. Ed has been illustrating Magic cards since *Legends*.

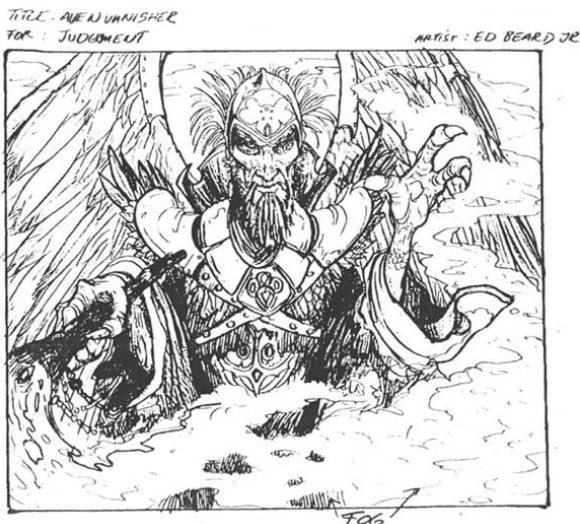
## 1. Art Description

These are the instructions given to the artist:

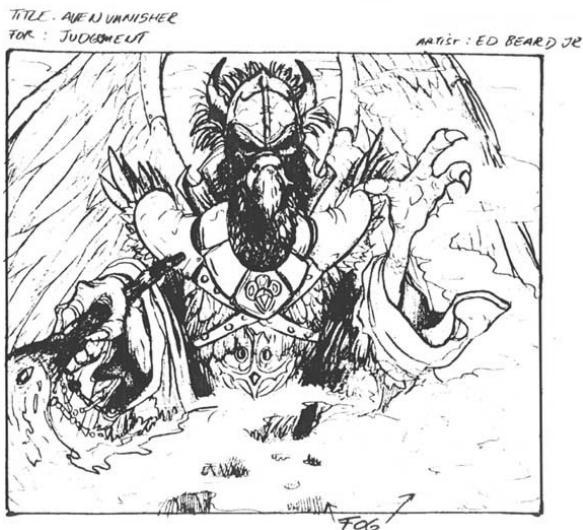
"This is a blue card and should show an aven wizard casting a spell with a staff that causes the land below him to be enshrouded in a very thick fog. The focus is the wizard so his clothes should reflect the point that he is a wizard."

## 2. Sketch

This is the preliminary sketch submitted by Ed. There was a problem in that the *Odyssey* Styleguide showed three different types of aven, even though the creative team decided to only use one type in card art. Ed's picture came back using one of the other two types of aven, with more human features.



Once the situation was explained to Ed, he resented in his sketch with the more bird-like aven instead.





### 3. Final Art

Here is a large version of his final piece.



### 4. Card

Finally, here is the card as you all know it today.



## Squall slip-up

Tuesday, August 27, 2002

Here's an interesting tidbit that we get several emails about every month.

*Starter* (the doomed heir to *Portal*) was released in July of 1999, and the *Mercadian Masques* expert-level expansion was released in October of that same year. Both contained the card Squall, but each had a different mana cost. The *Starter* version cost 1♣, and the *Masques* one was 2♣.



How did that happen? Unclear. There's a note in the *Masques* file from the head of R&D telling the developers to synch the *Masques* Squall up with the *Starter* version, but apparently someone changed one of them at the last minute.

As with other mana cost discrepancies (such as the *Alpha/Beta* Orcish Artillery and Oriflamme), the Oracle<sup>22</sup> is the final arbiter, and that document sides with the *Masques* cost, meaning that Starter Squalls are tournament legal, but they must be played as if they cost 2♣. The later appearance of the card in *Seventh Edition* further cements the 2♣ cost as correct.

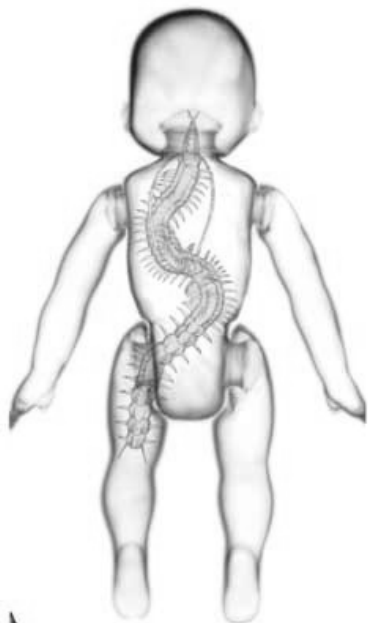
## Onslaught poster

Wednesday, August 28, 2002

Our *Onslaught* previews will begin on September 9th, with a new installment of the "Orb of Insight" and lots of cool articles. Posters and ads for the set should start popping up in shops everywhere soon (if they haven't already), but for those of you that don't get out to the card shop much, here's a shot of the poster and the "window cling."

Feel free to speculate all you want... we'll be here with the skinny on the 9th.

It's what's inside that counts.



[www.magicthegathering.com](http://www.magicthegathering.com)

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# AutoCard windows

Thursday, August 29, 2002

Have you ever wondered how we make nifty popup card window links?

Want to use them on your website?

## The new **Magic**® Card Image Database pop-up window

If you are wondering about the changes to the card image pop-up window (aka AutoCard) that have recently been implemented on the Wizards of the Coast website, let me be the first to explain the method behind our madness.

One of the greatest strengths of **Magic** is the visual beauty of the cards themselves, but up until now, it has been a legal nightmare to allow external sites to display visual images of our cards. As early as 1999 we flat out refused to put cards on our OWN website for fear that we would send the wrong message that these card images were "free" to use.

As can be seen in the WWW GUIDELINES in our our Legal Corner<sup>26</sup> statement on our website, scanning in our cards, and/or using card art imagery to enhance your own site has been prohibited and is considered infringement on Wizards of the Coast copyrights.

So the question of how to allow people to use our card images to enhance their websites without infringement has been a topic that has led to some enhancements to our site that will hopefully solve this dilemma.

We have been in the process of posting all of our cards to our web servers to allow for the use of the **Magic** Card Image Database pop-up window. This enables us to host our own image files and provide an officially sponsored way to use our images. In our previous incarnation of this feature, the pop-up window was not clearly a Wizards of the Coast function as it only showed the card. This new pop-up is our official window (containing our Legal Text).

If you would like to include this fun functionality on your own websites, we request that you use this official method to prevent infringement issues and help us keep track of our bandwidth.



The screenshot shows a Microsoft Internet Explorer window titled "Silver Queen - Wizards of the Coast - Microsoft Internet Explorer". The main content area displays a Magic: The Gathering card, "Silver Queen", which is a 7/7 creature with the text: "Silver Queen counts as a Silver. 3: Put a Silver token into play. Treat this token as a 1/1 colorless creature. Her children are ever part of her." The card is illustrated by Ron Spencer. To the right of the card is a sidebar titled "Recent Wizards.com Updates" which features the "MAGIC The Gathering" logo and a list of updates: "Onslaught poster", "The Readers Respond", and "Squall slip-up". Below this list is an "ARCHIVE" link. Further down is a "SideBOARD" logo and another list of updates: "Fantasy PT Results", "2002 Grand Prix Sapporo Coverage", and "Drafting Seventh", with another "ARCHIVE" link below. At the bottom of the browser window, a copyright notice reads: "© 1995-2002 Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc. All Rights Reserved. Wizards is headquartered in Renton, Washington, P.O. Box 707, Renton, WA 98057."

Here is how you can use this feature on your own website:

### **Put this in the top of your HTML page:**

```
<script language="Javascript">
function WizardsAutoCard (cardname) {
    windowName = "WotCWindow";
    params = "toolbar=0, location=0, directories=0, status=0,
        menubar=0, scrollbars=0, resizable=0, width=450, height=400";
    win = window.open("http://www.wizards.com/magic/autocard.asp?
name="+cardname, windowName, params);
}
</script>
```

### **And then you can make a card link like this:**

```
<a href="javascript:WizardsAutoCard('Call of the Herd');">
Call of the Herd
</a>
```

Just replace "Call of the Herd" in both places with a correctly-spelled card name to add your own AutoCard link.

Keep in mind that moving these images anywhere off of our servers is still a violation however, by having us host the images and using our function to access them, you are in the clear.

We are working towards solutions that will allow for the usage of card images in other ways besides a pop-up and we will post those methods as soon as they become available.

Sincerely,

Daniel Stahl

Managing Web Producer

Wizards of the Coast



## Japanese Ice Age block cards

Friday, August 30, 2002

*Mirage* was the first expansion set printed in Japanese, which means that any older cards that Japanese players want to use must be in English or a European language. As part of a sales promo, Wizards of the Coast and Hobby Japan produced five uncommons from the *Ice Age* block (*Ice Age*, *Homelands*, and *Alliances*) printed in Japanese that players can earn. The cards have the original expansion symbols, black borders, and updated Oracle wordings. Since you can't get them in the US, we figured you might want to see them.

The five cards are Yavimaya Ants, Ihsan's Shade, Surge of Strength, Goblin Mutant, and Krovikan Vampire.



Etsuko Minematsu of our international office explains the promo:

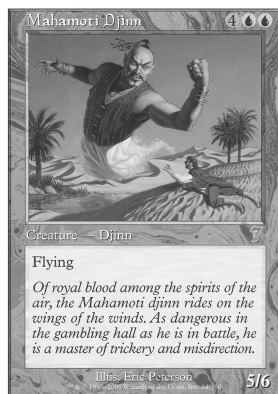
"Japanese players earn one card for every nine boosters of *Seventh Edition*, *Odyssey* and *Torment* purchased within the promotional period (through August 31). Hobby Japan will verify the barcode and send one random card."

If you are in Japan and want to know more, go to <https://web.archive.org/web/20021021135101/http://www.hobbyjapan.co.jp/magic/misc/fukkoku.html>.

# First Reappearances

Monday, September 2, 2002

At this point in Magic's history, most players are used to the fact that some cards are taken out of the base set only to return later. For example, Serra Angel, Unholy Strength, and Mahamoti Djinn were all not in *Classic (Sixth Edition)*, but appear in *Seventh Edition*. But what cards started this trend? What two cards were the first to be left out of a base set, only to reappear later? Answer below.



Both Twiddle and Ironclaw Orcs were in the base set through Unlimited, taken out for *Revised*, and reintroduced in *Fourth Edition*

# Sketches: Suntail Hawk

Tuesday, September 3, 2002

This week's Sketches looks at the *Judgment* common Suntail Hawk by Heather Hudson.

## 1. Art Description

These are the instructions given to the artist:

"This is a white card and should show a fantasy hawk in flight on the hunt." Quite simple.

## 2. Sketch

This is the preliminary sketch submitted by Heather. When looking at the sketch, you can easily see the large horn-like ears on the hawk, which you may not have noticed when looking at the card.



HEG Judgment #48160 (Hunting Hawk)

HEATHER HUDSON

### 3. Final Art

Here is a large version of the final piece.



### 4. Card

Finally, here is the card as you all know it today.



## Song of Nuts

Wednesday, September 4, 2002

Christopher Moeller's original art for Nut Collector (a green rare from *Odyssey*) is a little over the top. Originally commissioned for Druid's Call (an uncommon Enchant Creature), the painting was supposed to show "a bard playing music which lures out a small army of squirrels."

So what would lure out squirrels? A song about acorns, apparently. The art was just a little too "*Unglued*" for the team's taste, so they had the word balloon edited out, and eventually swapped art with the card now known as Nut Collector.





## Sideboard deck box

Thursday, September 5, 2002

As part of the Fantasy Pro Tour<sup>27</sup> prizes awarded by the Sideboard Online<sup>28</sup>, winners receive one of these spiffy Sideboard deck boxes.

The box features card art from Hammer of Bogardan, Morphling, Cursed Scroll, and Shadowmage Infiltrator, and the texture of the box very subtly contains all the mana symbols from *Arabian Nights* to *Apocalypse*. (So subtly that you can't see it in this picture.)



The fine print on the bottom of the box refers to Shadowmage Infiltrator as "Shadowmage of Leknif." The deck box was designed while *Odyssey* was still in development and the card names were not yet finalized.

Make sure to enter the next Fantasy Pro Tour for your chance to get one of these!

## Early phasing

Friday, September 6, 2002

I never realized phasing was so popular in the early days of **Magic**.

Just like Oubliette before it, *Antiquities'* Tawnos's Coffin was created as a way to remove a creature from the game temporarily. The creature could let out of the coffin at which point it would return to play in tact, complete with counters, enchantments, and so on.

Modern rules state that a creature that is removed from the game has no memory of ever being in play... so how does the Coffin handle such interactions under *Sixth Edition* rules? With phasing.

The Oracle wording reads:

You may choose not to untap Tawnos's Coffin during your untap step.

**3, ♣**: Target creature phases out. It can't phase in as long as Tawnos's Coffin remains tapped. When Tawnos's Coffin leaves play or becomes untapped, the creature phases in tapped.

Phasing moves a creature to another zone (called the "phase zone") which behaves differently than the "removed-from-play" zone. Phased creatures remember all their characteristics and come back into play as if they never left.



## Onslaught product images

Monday, September 9, 2002

*Onslaught*, which officially releases on October 7th, debuts a new sleeker looking packaging that we're very happy with. Below are images of the Tournament Pack, Booster Packs, Booster Display, PCD Display, Fat Pack (which includes a Spindown life counter, novel and a Player's Guide along with a Tournament Pack and three boosters), and Preconstructed Decks (Ivory Doom, Devastation, Celestial Assault, and Bait and Switch).



# Sketches: Snapping Thragg

Tuesday, September 10, 2002

With a whole new 350-card set to look at, we're quickly turning "Sketches" sites to *Onslaught*. The first installment will cover the card Mark debuted yesterday<sup>29</sup>, Snapping Thragg by Iain McCaig.

## 1. Art Description

These are the instructions given to the artist:

"Location: Skirk Ridge

Action: multi-headed mountain beast. Some of his bonespurs spit flames."

One of the defining characteristics of the beasts in *Onslaught* is their bonespurs, horn-like growths that spring from these creatures.

## 2. Sketch

This is the preliminary sketch submitted by Iain. His sketches have a quick, rough feel.



### 3. Final Art

Here is a large version of the final piece.



### 4. Card

Finally, here is the card as you all know it today. Or, rather, as you'll know it at the Prerelease!





## Seton's mane

Wednesday, September 11, 2002

Kamahl wasn't the only *Odyssey* character with hair problems. Take a look at the original painting from Seton's Desire by Ciruleo.

The art for Seton, Krosan Protector by Greg Staples set the baseline for what Seton needed to look like. And in that picture, he had flowing dark hair (and no facial hair). So Ciruleo's work had to be altered to match. You can compare the before and after below.



## Alpha "Oops..." VI

Thursday, September 12, 2002

In the very first Magic release, several errors were made. One of which that affected game play was the printing of the wrong card type on Red Elemental Blast.

Meant to be an interrupt (as indicated by the card type of its blue counterpart), the card was printed as an instant. Under the old game rules, that meant it could not actually be cast at the right time to counter a blue spell, as only interrupts could be used in such a way.

The type was changed to interrupt for each subsequent printing of the card, from Beta to *Fourth Edition*. Of course, the introduction of Sixth Edition rules forced it to be changed again, via errata...

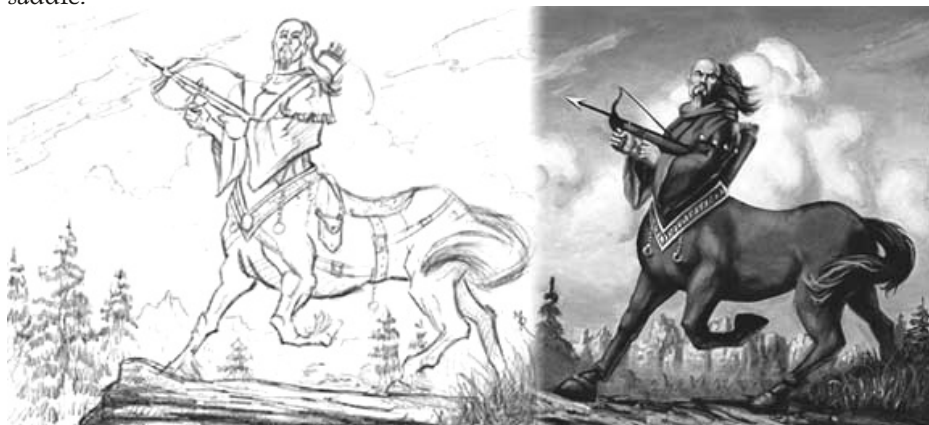
...back to an instant.



## Saddle up!

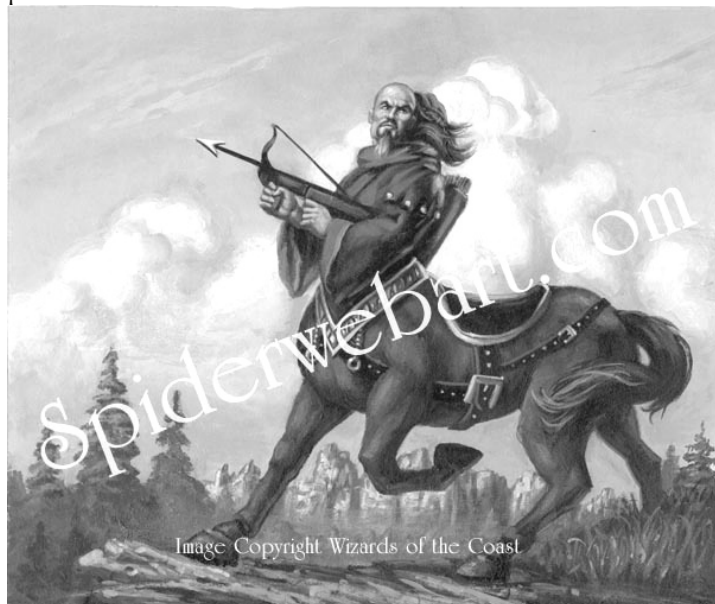
Friday, September 13, 2002

If you compare the sketch below with the final painting (Seton's Scout - *Torment* uncommon - by Mark Romanoski), you'll see one major component missing: the saddle.



When the art descriptions were being set out for *Odyssey* and *Torment*, no one thought it was necessary to tell the artists that Centaurs would not wear saddles. As sentient beings that do not let people ride them, it makes some sense that they wouldn't have saddles. But it must make a certain amount of sense for them to have saddles as well, considering every single artist painted them with saddles.

The saddles were removed via the magic of Photoshop before the cards were printed.



The version of the painting with the saddle, courtesy of [www.spiderwebart.com](http://www.spiderwebart.com).

# Portal goodness

Monday, September 16, 2002

*Portal* and its offshoots are often maligned by serious long-time players for containing oversimplified versions of good cards, or cards that are just plain bad. What gets lost is the fact that a good number of tournament staples were actually designed for *Portal*.

Below are three instances of cards created for *Portal* that were later worked into expert-level expansions where they were well received: Gravedigger and Wood Elves from *Portal* went into *Tempest* and *Exodus* respectively, and Wildfire from *Portal Second Age* was a force when it showed up in *Urza's Saga*. If you look over the card lists for the *Portal* sets, I'm sure you'll discover more of your favorites.





## Sketches: Grinning Demon

Tuesday, September 17, 2002

Today's "Sketches" looks at the *Onslaught* black rare, Grinning Demon, which was previewed<sup>30</sup> on the Sideboard<sup>28</sup> last week.

### 1. Art Description

These are the instructions given to the artist, Mark Zug:

"Location: Aphetto

Action: a demon (barbed wire, grossly exaggerated horns, etc.) emerges from the shadows of a dark alleyway."

### 2. Sketch

This is the preliminary sketch submitted by Mark. Two things of note: 1) The card was called "Lurker in the Shadows" at the time, and wasn't given the name "Grinning Demon" until the art was finished. And 2) Mark gave it wings. That was a no-no, and the wings had to go, and were replaced by... wall.

LURKER IN THE SHADOWS





### 3. Final Art

Here is a large version of the final piece, sans wings.



### 4. Card

Finally, here is the card as you all know it today. Or, rather, as you'll know it at the Prerelease!



## Arena lands

Wednesday, September 18, 2002

In 1996 and 1997, the early days of the popular Arena League, participants were given a promotional basic land card just for participating in the program. The five lands, all illustrated by Tony Roberts, had art that joined together to make one long illustration (just like the *Ice Age* Plains.)



While the lands are no longer available, the League continues on with cool foil cards as prizes. Go [here](#)<sup>31</sup> to learn more about Arena and where it is played near you.



## Stealthy Zombie and friends

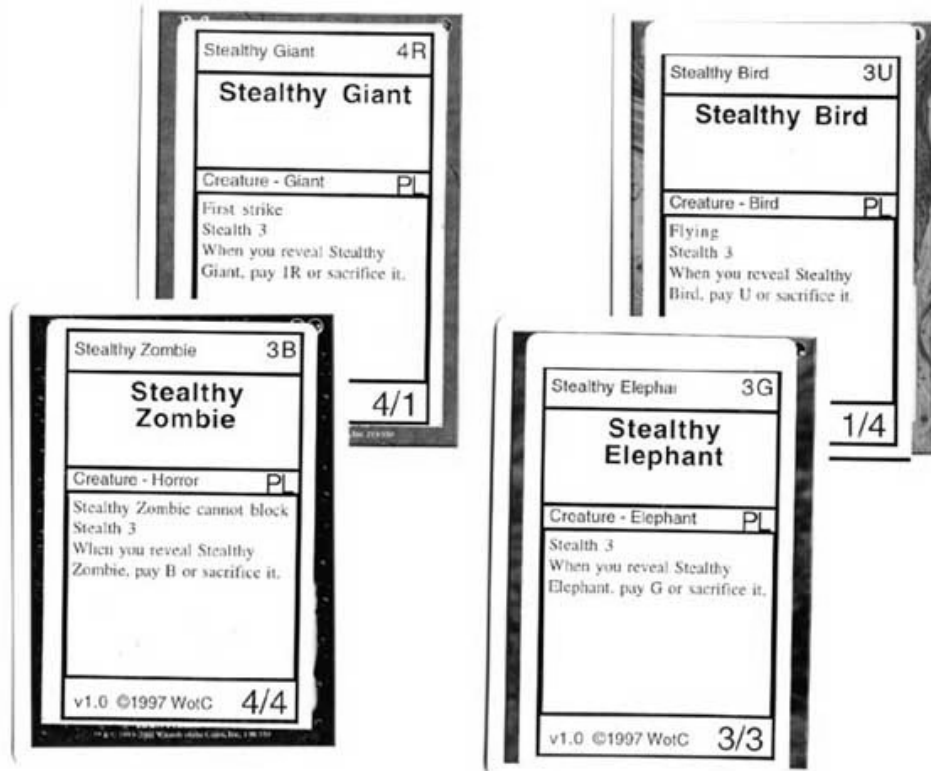
Thursday, September 19, 2002

These four playtest cards did not eventually become four real cards, but instead they became a whole mechanic.

If you read Mark's article<sup>29</sup> from last week, you'll remember that he needed to convince other members of R&D that morph was a mechanic worth exploring.

Well, these are some of the basic mock-ups he made to do just that, by actually playing with some of the cards.

You can see that it was called "stealth" in its first incarnation, and the "3" hints that there might have been plans to have creatures playable face-down for different costs (although it is now known that uniformity is the key to the mechanic's design). Also, you could reveal a creature without paying its cost with the option of sacrificing it.



(The 1997 copyright date on the cards is a little off... Mark should fix his computer's calendar.)

## Bear Supply

Friday, September 20, 2002

After Bearscape was made green instead of black and created Bears instead of Zombies, R&D had to come up with a name for it. Below is R&D's list of names that, once you read it, you'll be glad weren't used.

URSINITY  
URSINE ~~D~~ INTERVENTION  
BEAR NECESSITY  
BEAR IN MIND  
ANIMAL INSTINCT  
ANIMAL MAGNETISM  
URSINE CONVERGENCE  
URSINE RENEWAL  
URSINE CONVERSION  
URSINE CONSCIOUSNESS  
URSINE REDEMPTION  
NATURAL REDEMPTION  
NATURAL FULFILLMENT  
URSINE RESTORATION  
BEAR APPARENT  
BEAR SUPPLY  
GRIZZLY FATE

It is interesting to note that Grizzly Fate was used in *Judgment* and Animal Magnetism in *Onslaught*. Don't expect a card called "Bear Supply" anytime soon, however.



## Vanguard Series 1

Monday, September 23, 2002

*Vanguard* cards are special over-sized Magic cards (3" x 5" as opposed to 2 1/2" x 3 1/2") that offer a different way to play. Each card has an instruction that acts like a personal global enchantment, plus modifications to your starting/maximum hand size (in the left-hand circle) and life total (on the right). Obviously, both players have to agree to use them before the game begins. Below is the Karn card (placed next to the Karn, Silver Golem card for comparison).

These cards were used in several Arena seasons (starting in 1997), and were later available as part of a gift box. If you look around, you can find them at card shops and for sale online today.

Popular variants include each player randomly choosing a *Vanguard* card to play, or rotating *Vanguard* cards at determined intervals during a multiplayer game. But, of course, you can use *Vanguard* cards any way you want.



Here are the "official" rules, followed by the other seven cards from the first *Vanguard* series:

## Vanguard Card

The *Vanguard*™ supplements consist of oversized cards that modify the game. A *Vanguard* card is selected before the game begins, adjusting a player's starting and maximum hand size and starting life total. Any abilities printed on a *Vanguard* card are played exactly like those of an in-play Magic card; however, these abilities have no color, and damage from them isn't damage from a permanent of any type or a source of any color. A *Vanguard* card isn't a Magic card, so it can't be affected by spells or abilities.



# Sketches: Rorix Bladewing

Tuesday, September 24, 2002

This week, the focus of "Sketches" is one of *Onslaught's* Pit Fighter Legends<sup>32</sup>, Rorix Bladewing by Darrell Riche

## 1. Art Description

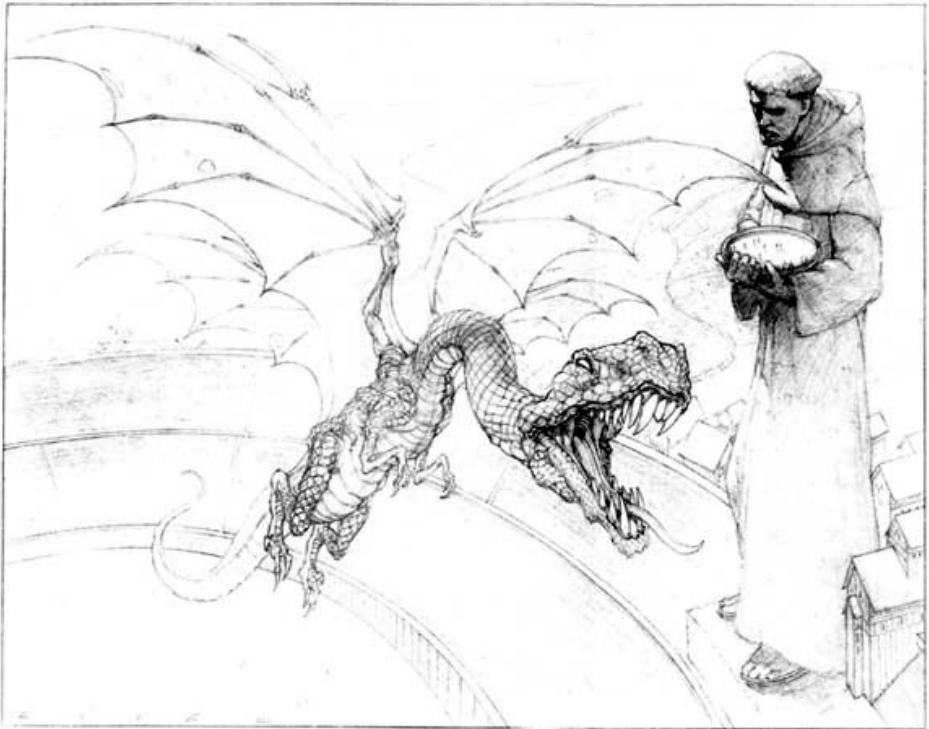
These are the instructions given to the artist:

"Location: Great Pit-Arena (The Coliseum)

Action: Champion Red Pit-Fighter. Bad-ass red scaled dragon. It's serpentine in shape (though it must have legs), and has four wings. It flies very fast."

## 2. Sketch

This is the preliminary sketch submitted by Darrell. The only major concern was that the statue in the background looked like a Benedictine monk instead of the sinister hooded figures that were envisioned towering over the Coliseum.



### 3. Final Art

Here is a large version of the final piece with the updated statue.



### 4. Card

Finally, here is the card as it appears in the set.





## Magic: The Puzzling 1994

Wednesday, September 25, 2002

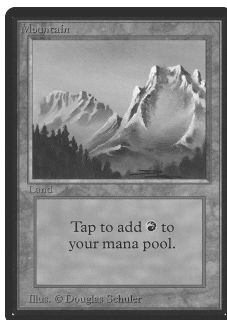
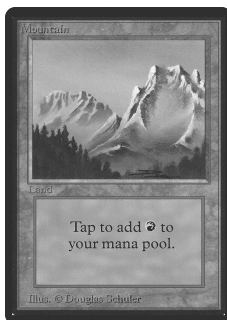
Here is an old-school **Magic** puzzle that is quite significant. No, not because it features Clone which was just rereleased in *Onslaught*, but because it is the first puzzle Mark Rosewater ever had published, leading him down the long path that ended up at WotC R&D.

This puzzle appeared in *The Duelist Supplement* in May of 1994, before *Legends* was released, and features only original base set cards.

Your opponent is Sarah. The duel has gone back and forth with each of you taking bites out of each other's hide. You finally had the edge when Sarah took the initiative, paralyzed your Hill Giant, weakened your Black Knight Clone, and squeezed you with a Black Vise. Realizing that you cannot survive another attack of Sarah's creatures, you have decided to make your move. It's the beginning of your [first] main phase; defeat Sarah this turn without dying yourself.







Your board.  
Life points: 3

## Your hand



## Magic: The Puzzling answer

Thursday, September 26, 2002

Here is the answer to yesterday's Magic: The Puzzling.

- Tap all four of your lands for **6622**.
- Cast Merfolk of the Pearl Trident. Your Keldon Warlord is now 6/6.
- Cast Flight on Keldon Warlord, and use a red mana to activate Crystal Rod. You are now at 4 life, and the only creature that can stop the Warlord is the 6/5 Sengir Vampire.
- Cast Lightning Bolt on the Vampire, and then activate your Orcish Artillery on it to kill it. You take three damage, but are still alive at 1 life.
- Attack with the 6/6 flying Keldon Warlord. That'll do it!



We're working to bring you more puzzles, both old and new, here on [MagicTheGathering.com](http://MagicTheGathering.com)... so stay tuned!

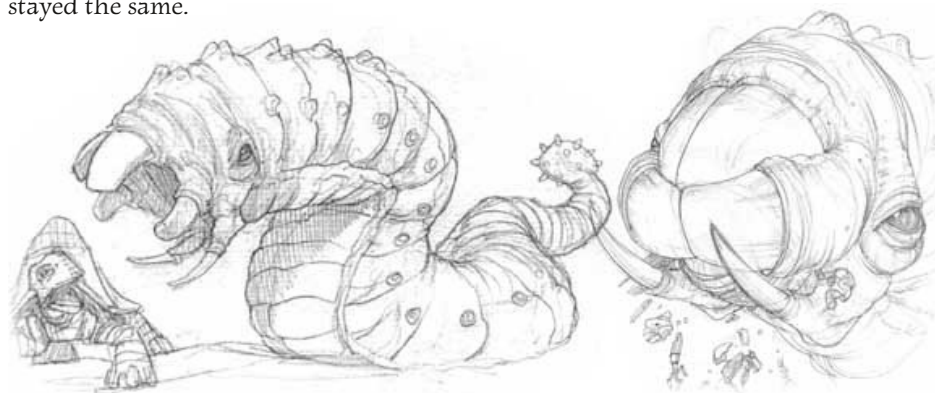
## Braids and Wurms

Friday, September 27, 2002

As we head into the *Onslaught* prerelease this weekend, we'll look back at a couple of the surprise hits of *Odyssey*. Roar of the Wurm and Braids, Cabal Minion turned out to be two great cards from that set. As a sort of flashback, we'll look at their design sketches from the Style Guide.



The Wurms from Roar of the Wurm were originally conceived as "getting bigger as they ate artifacts." Although that idea wasn't used, you can see in the original sketch that one was shown eating a Chimeric Idol. The basic look of the Wurms stayed the same.



Braids was never meant to be a card, but when Eric Peterson reinterpreted this Matt Wilson sketch for what was supposed to be Diabolic Tutor, R&D decided to make Braids her own card<sup>33</sup>.



## Pro Tour – Boston

Monday, September 30, 2002

Deep down inside, none of us are surprised. After an undefeated Day 2, Phoenix Foundation reaffirmed their dominance of the Team Rochester Format. Last year they took the tournament by storm, and after claiming the Team Masters they were just accepted as the best in the business. Lifetime undefeated isn't just a fancy turn of phrase.



This time around they faced Slay Pillage Gerard in the semis, and after Baberowski upset his match 2-0 Budde took Game 3 of his match against Fabiano to advance to the final round. There they met 2020, the Top 4's Cinderella story. They had just bested Courtney's Boys in a huge upset, entering the final draft eager, but knowing that they were the justified underdogs. The results confirmed that suspicion. Though Steve Wolfman was able to dispatch Baberowski quickly, Budde and Blume were not to be denied. David Rood had the honor of being taken down by Kai in the deciding match.

The repeat performance further elevates Kai to a mammoth six Pro Tour wins. Even more shockingly, teammate Baberowski now has three to his name, putting him above Jon Finkel and Tommi Hovi. Blume's two wins tie him for third place. Not only are Phoenix Foundation the undisputed masters of Team Rochester, they are the top three players in terms of Pro Tour wins! How ridiculous! Congratulations to Phoenix Foundation, Pro Tour – Boston Champions!

You can read full coverage of 2002 Pro Tour Boston at the Sideboard<sup>34</sup>.



## Sketches: Read the Runes

Tuesday, October 1, 2002

This week's "Sketches" focuses on a powerful blue instant from *Onslaught*, Read the Runes by Alan Pollack.

### 1. Art Description

These are the instructions given to the artist:

Location: Aphetto

Action: Wizard in the foreground, his hands are glowing magically. The land around him is covered in blue glowing magical runes. He is drawing the runes out of the land.

### 2. Sketch

This is the preliminary sketch submitted by Alan. The card was originally known as "Decipher." Alan drew a Cleric instead of a Wizard, and was instructed to make sure the final image contained a Wizard.



### 3. Final Art

Here is a large version of the final piece. The change from sketch to painting is shocking with Alan's art; it almost looks like they were done by two different people.



### 4. Card

Finally, here is the card as it appears in the set.



# Tribal lands

Wednesday, October 2, 2002

When the *Onslaught* development process began, there were only three tribal lands in the set: Goblin Burrows, Riptide Laboratory, and Wirewood Lodge. All three were rare. After another cycle of lands were cut from the set, R&D decided to create five more tribal lands to reinforce the importance of creature types in the set.



Now each major race has a corresponding land, some of which are rare and some of which are uncommon. Some are more powerful than others, so try them out and see which ones you like.

- Goblin Burrows - Goblins
- Contested Cliffs - Beasts
- Wirewood Lodge - Elves
- Starlit Sanctum - Clerics
- Daru Encampment - Soldiers
- Unholy Grotto - Zombies
- Seaside Haven - Birds
- Riptide Laboratory - Wizards



## Wallpaper and screensavers

Thursday, October 3, 2002

In case you don't click around to our product pages, this is just a reminder that there are *Onslaught* wallpapers and screensavers available for download from our Onslaught Extra Features page<sup>35</sup>.

There are wallpapers featuring art from Doubtless One and Grinning Demon, plus screensavers showcasing art from several cards. Go check 'em out!



## Alpha "Oops..." VII

Friday, October 4, 2002

One of the most famous misprints in *Alpha* (the very first edition of Magic) is the poor Elvish Archers.

The first printing of the card had the power and toughness reversed, making it a 1/2 first striker for **1♣**! I'm sure there was some consternation among players once they figured out that it was a rare, as even the correct version doesn't knock anyone's socks off.

Like most of the *Alpha* errors, the Archers were printed the way Richard Garfield intended – as 2/1 – in Beta.

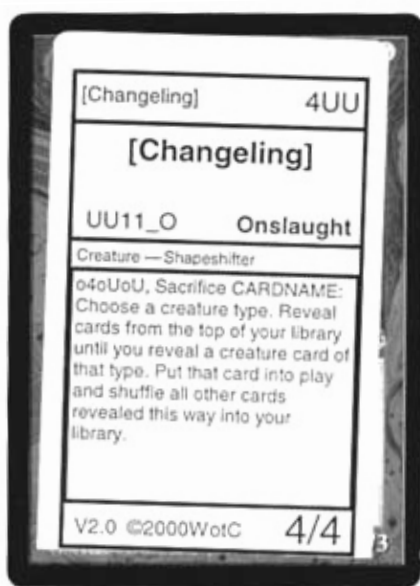
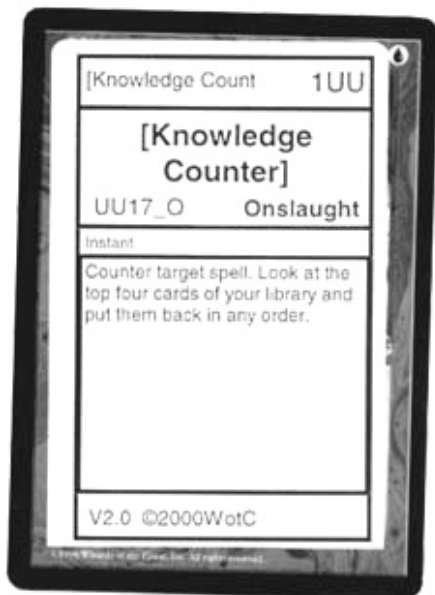




# Onslaught playtest cards

Monday, October 7, 2002

Black, green, and white cards got the lion's share of the spotlight when *Torment* and *Judgment* were released, so this Arcana will look at some cards from the other two colors. Below are four blue and red cards from *Onslaught* as they appeared early in development. Can you figure out what they eventually became?



## Sketches: Smother

Tuesday, October 8, 2002

This week's "Sketches" looks at the new top-notch black removal spell, Smother by Carl Critchlow.

### 1. Art Description

These are the instructions given to the artist:

"Location: Aphetto

Action: Dwarf Pit-Fighter surrounded by a swarm of gnats. They are suffocating him by flying into his nose, mouth, etc."

It's hard to notice the gnats on the actual card, but they're there. It isn't just a dwarf grasping at the "camera."

### 2. Sketch

This is the preliminary sketch submitted by Carl. Unlike many other artists, Carl actually uses color in his preliminaries, so the art department has a better idea of what the final piece will look like.



### 3. Final Art

Here is a large version of the final piece. The gnats are much more visible at this size.



### 4. Card

Finally, here is the card as it appears in the set.



## Vanguard Series 2

Wednesday, October 9, 2002

*Vanguard* cards are special over-sized **Magic** cards (3" x 5" as opposed to 2 1/2" x 3 1/2") that offer a different way to play. Each card has an instruction that acts like a personal global enchantment, plus modifications to your starting/maximum hand size (in the left-hand circle) and life total (on the right). Obviously, both players have to agree to use them before the game begins. Below is the Selenia card (placed next to the Selenia, Dark Angel card for comparison).



These cards were used in several Arena seasons (starting in 1997). If you look around, you can find them at card shops and for sale online today.

Popular variants include each player randomly choosing a *Vanguard* card to play, or rotating *Vanguard* cards at determined intervals during a multiplayer game. But, of course, you can use *Vanguard* cards any way you want.





## Vanguard Card

The *Vanguard*<sup>™</sup> supplements consist of oversized cards that modify the game. A *Vanguard* card is selected before the game begins, adjusting a player's starting and maximum hand size and starting life total. Any abilities printed on a *Vanguard* card are played exactly like those of an in-play **Magic** card; however, these abilities have no color, and damage from them isn't damage from a permanent of any type or a source of any color. A *Vanguard* card isn't a **Magic** card, so it can't be affected by spells or abilities.





## Goblin misprints

Thursday, October 10, 2002

Goblins have a way of getting into trouble. It seems as if some of the little creeps got into the editing or typesetting files at some point, as there exist a couple of high-profile Goblin misprints.

**Starter 1999:** Both Mons's Goblin Raiders and Goblin Hero – notorious vanilla common creatures – appeared in that particular Starter game as part of the pre-made decks. And both of them had gold expansion symbols, indicating that they were rare. Yeah, right, those guys *wish* they were rare.



**Anthologies Box Set:** The Anthologies box set had quite a few errors, and two of them pertain to Goblins. The big one is the mana cost on Mogg Raider: **22** instead of **2**. As per the Oracle (and the *Tempest* version), **2** is correct and the card should be played as such. The minor error is the expansion symbol on the Goblin Hero. It has *The Dark's* symbol, even though the art is from the *Fifth Edition* version. Either the art should have been the original Mark Tedin version, or the expansion symbol should have been removed.



## Dark Goblins

Friday, October 11, 2002

*Onslaught's* Festering Goblin gets some attention because it is a color that normally isn't associated with its creature type – a black Goblin. But is it the first black goblin? No.



There were two multicolored goblins in *The Dark*, Scarwood Goblins and Marsh Goblins. These cards are significant for several reasons.

- They were the first multicolored creatures printed that were not creature type Legend.
- They were the first black and green Goblins. To date, there is still no other green Goblin in Magic (so much for the Spider-Man deck).
- For some reason, unlike gold cards before and after them, they have "reminder text" regarding how to handle their two-colored nature.
- They were not part of a five-card cycle. They, along with the  enchantment Dark Heart of the Wood, were the only multicolored cards in the set. To make room for them, there was one fewer black, green, and red common in *The Dark*.

Nowadays these cards pale beside more recent two-mana gold creatures like Spined Sliver and Shivan Zombie, but they're still fun to throw into your Goblin deck for old times' sake!

## Sketches: Kamahl's Summons

Monday, October 14, 2002

This week's "Sketches" focuses on a new green token generator, Kamahl's Summons by Anthony S. Waters.

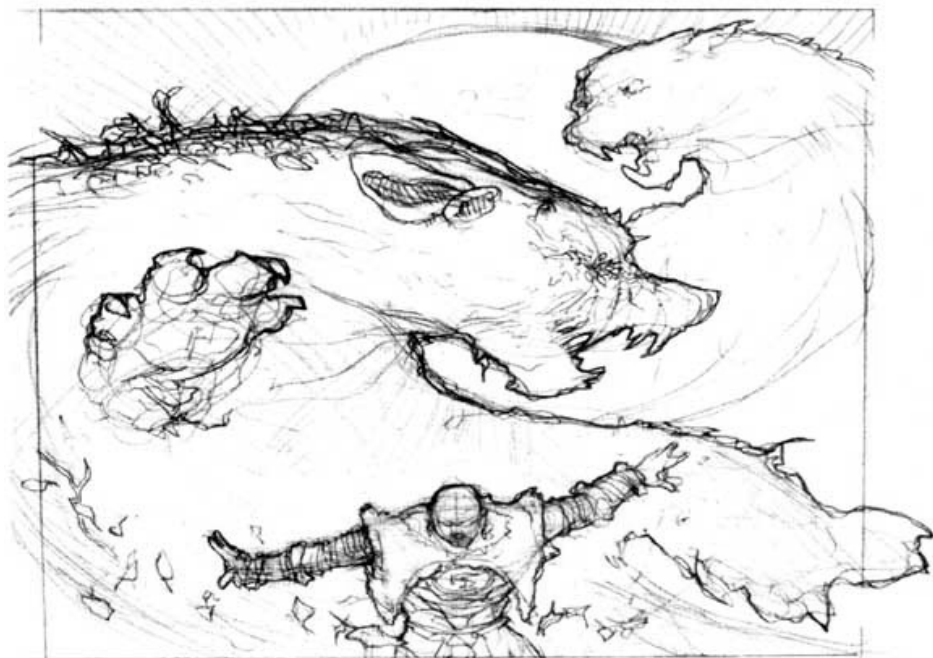
### 1. Art Description

These are the instructions given to the artist:

"At Kamahl's command, forest matter (soil, roots, bark, etc) magically coalesces and takes the shape of two large bears."

### 2. Sketch

This is the preliminary sketch submitted by Anthony.



Set: Onslaught

Card: Krosan Beckoning (43200)

Anthony S. Waters

Version 01: Kamahl in foreground, generating bears from forest detritus with the moon behind them...

### 3. Final Art

Here is a large version of the final piece. There was some concern in R&D that the bears looked like they were being formed out of water, but when put in a green card frame, the art conveyed the creation of bears from the forest well enough.



### 4. Card

Finally, here is the card as it appears in the set.



# Magic: The Puzzling

Tuesday, October 15, 2002

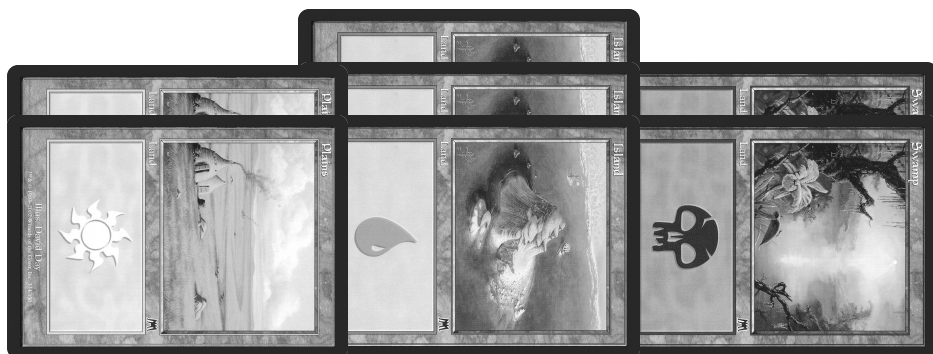
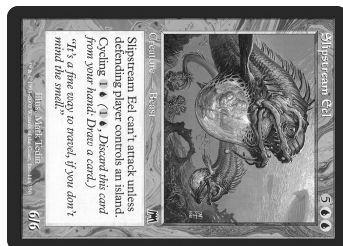
## "About Face" - by Mark L. Gottlieb

You're playing British Prime Minister Tony Blair in a game following an *Onslaught* two-person draft. This turn, Tony drew and played a Mistform Skyreaver. It is now Tony's combat phase, and he's attacking you with a Slipstream Eel. You have nothing but a face-down creature in play and a Biorhythm in your hand. You have only 2 life left, while Tony is at a robust 17. Thanks to an earlier Information Dealer, you know that the top card of your library is a swamp. But don't be discouraged by the situation – you're going to win the game on your next turn! **Figure out what your face-down card must be.**

### Tony

0 cards in hand

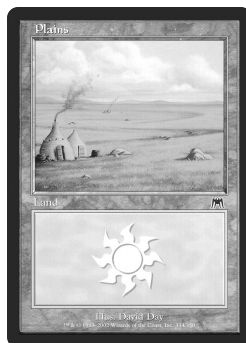
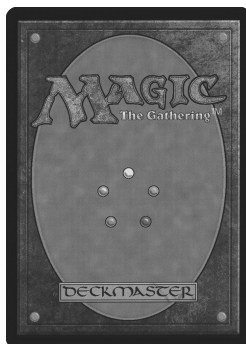
17 life remaining



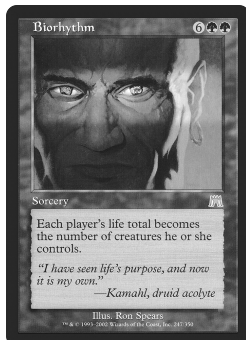


You

2 life remaining



Your Hand



Your Library



## Puzzle answer

Here is the answer to yesterday's Magic Puzzle: The face-down creature must be Broodhatch Nantuko. To win the game, block the Slipstream Eel with your face-down Nantuko, turn it face up, and create six Insect tokens. (Tony can use his Daru Healer to prevent one damage so you only get five tokens, but it won't make a difference.) On your turn, play Biorhythm. Tony goes down to 3 life, while you actually gain life (up to 5 or 6)! Then attack with all your token creatures for the win, as Tony cannot block enough of them to survive!

Wednesday, October 16, 2002



# Magic Invitational 2002

Thursday, October 17, 2002

Unless you've been living under a rock, you know that the 2002 **Magic** Invitational starts tomorrow. So this is for those few of you under said rock.

The Invitational is a special invite-only tournament for sixteen of the top professional Magic players from around the globe. They play fifteen rounds of five unique formats, and the winner gets to design his own card! Past winners' cards include:

- ☛ Olle Råde - 1996 - Sylvan Safekeeper  
from *Judgment*
- ☛ Darwin Kastle - 1997 - Avalanche Riders  
from *Urza's Legacy*
- ☛ Mike Long - 1998 - Rootwater Thief  
from *Nemesis*
- ☛ Chris Pikula - 1999 - Meddling Mage  
from *Planeshift*
- ☛ Jon Finkel - 2000 - Shadowmage Infiltrator  
from *Odyssey*
- ☛ Kai Budde - 2001 - Voidmage Prodigy  
from *Onslaught*



This year the tournament will be held using *Magic Online* from right here in Renton, Washington, which means it is more accessible than ever. Besides traditional event coverage on the Sideboard<sup>36</sup>, you can replay the games themselves or even challenge the contestants in a "gunslinging" match if you have the *Magic Online* software.

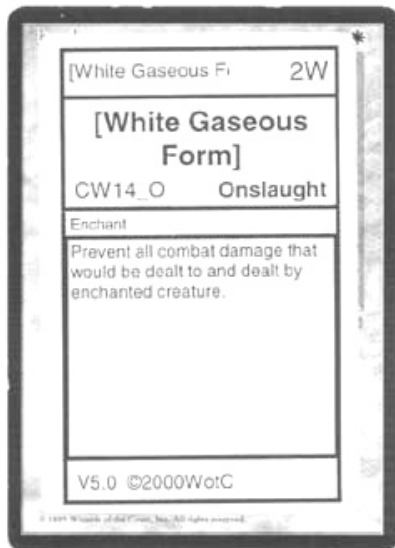
So download the software here<sup>37</sup>, and check the Sideboard<sup>36</sup> tomorrow for this exciting and historic event!

## New cards, old names

Friday, October 18, 2002

Often when discussing playtest cards, we talk about how creative or silly the playtest names are. Well, that isn't always the case. Often, when cards are tweaks of existing ones, the names end up being simply tweaks as well. The four cards below have names that reflect their "inspirations," which include the older cards Fireslinger, Priest of Titania, Gaseous Form, Ensnare, and Ray of Command.

See if you can figure out which *Onslaught* cards these became.



Sparksmith, Sandskin, Choking Tethers, Threaten

## Thoren wins Invitational

Monday, October 21, 2002

After splitting the "normal" constructed formats (Standard and Online Extended), Sweden's Jens Thoren and Finland's Tomi Walamies turned to the Auction of the People decks to determine who would win the 2002 **Magic Invitational**.

A topdecked Visara the Dreadful from the "V" deck brought it home for Thoren, who now gets the honor of having a card made in his likeness in the next **Magic** block. You can read all about the event on the Sideboard<sup>36</sup>, and can replay all the matches on *Magic Online*<sup>37</sup>.

Thoren's card submission:





## Sketches: Green Kamahl

Tuesday, October 22, 2002

This week's "Sketches" focuses on the green "face of the set" for *Onslaught*, the new Kamahl by Matt Wilson.

### 1. Art Description

These are the instructions given to the artist:

"Location: Krosan Forest. Action: Kamahl in action pose. Mood: Bad-ass. Smug (not comically). Powerful. Notes: Story card. Remember, this is Kamahl as a Green druid."

### 2. Sketch

This is the preliminary sketch submitted by Matt. Quick, but effective.



KAMAHL

### 3. Final Art

Here is a large version of the final piece.



### 4. Card

Finally, here is the card as it appears in the set.



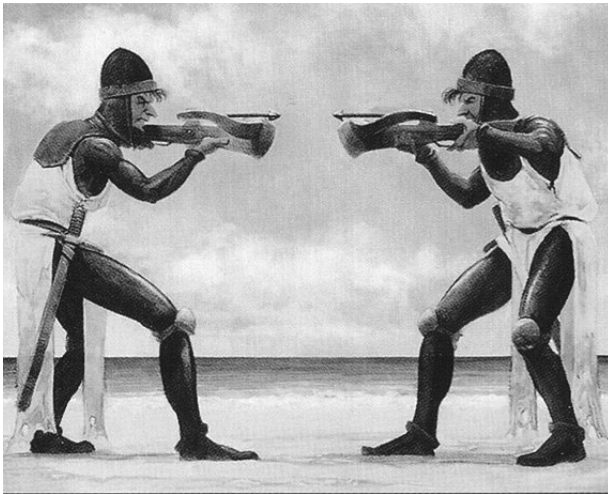
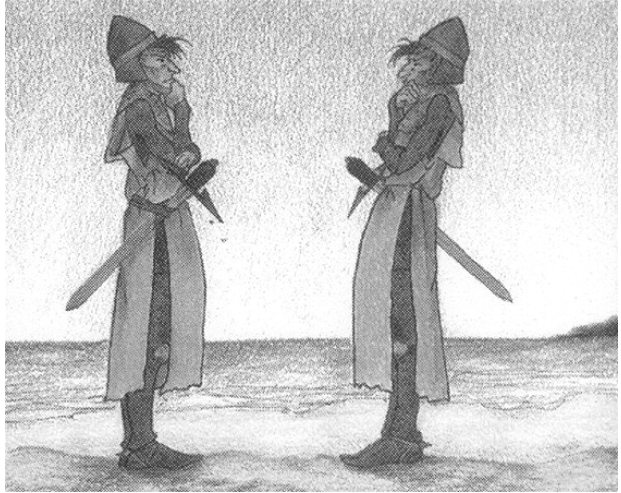
## Clone art

Wednesday, October 23, 2002

We discussed the card Clone and its new art in a previous article<sup>38</sup>, but it's worth another look, especially if you weren't around when Clone was in print the first time.

Julie Baroh's Clone, from *Alpha*, was an interesting piece rendered in colored pencil that showed two soldiers staring at each other, not sure what to make of one another. Over time, it became one of the more recognizable **Magic** pieces.

Carl Critchlow reinterpreted it (using paint) for the reprint of Clone in *Onslaught*. Same beach, same clothes, same soldiers, except they now brandish crossbows and look slightly more irritated. A fine homage to the original.





Another well-know piece of art, Morphling by rk post, is similar in appearance to Clone, even though it isn't a "copy" card per se. Morphling was actually designed to be a sort of "rules-friendly" Clone - a card that could simulate other creatures without actually copying them. That's why the art is similar to Clone's.





Two other blue cards use mirror image art: Quinton Hoover's Vesuvan Doppelganger from *Alpha* (Clone's big sister), and it's mild-mannered descendent, Greg Staples' Shifty Doppelganger from *Odyssey*.





# The Red Zone

Thursday, October 24, 2002

Pro Tour winner Marco Blume and the Red Zone playmat.

The phrase "Red Zone" has almost become vernacular for **Magic** players, referring to attacking with creatures. But what is the Red Zone?

When **Magic** was being aired on ESPN2, the people in charge wanted a playmat that would make the card layout easy to

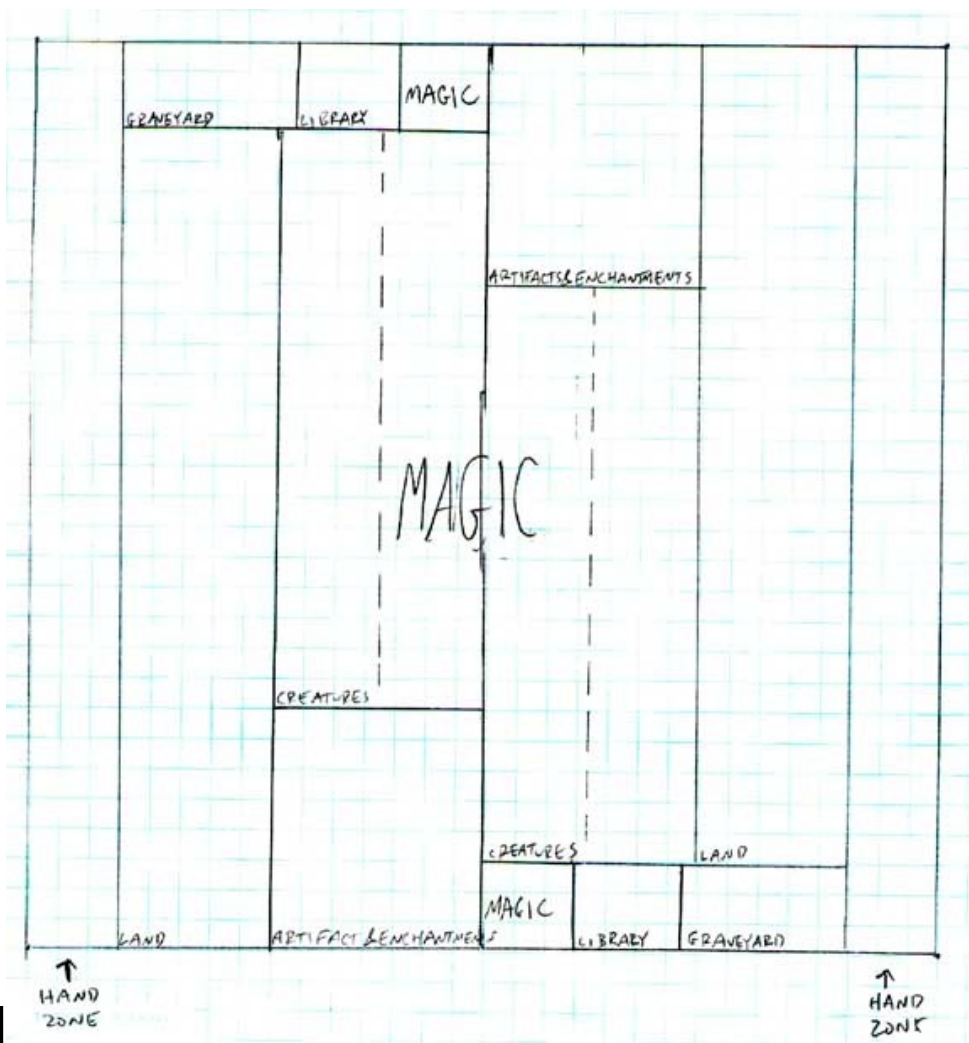


understand on television. The solution came to be known as the Red Zone, a mat that marks off where each players' lands and non-lands should go, as well as a large red central area for spells on the stack, and – more importantly – for combat. After the ESPN stint was over, the Red Zone remained a staple of the finals and feature match area. You can see it in pictures of all the coverage of PT-level events on the Sideboard<sup>39</sup>.

An overview of the Red Zone playmat:

| (graveyard) |                       | (library)                                                                           | (r.f.g. zone)<br><b>MAGIC</b><br>The Gathering® | (library)             | (graveyard) |
|-------------|-----------------------|-------------------------------------------------------------------------------------|-------------------------------------------------|-----------------------|-------------|
|             |                       | The RED ZONE                                                                        |                                                 |                       |             |
|             |                       |  |                                                 |                       |             |
|             |                       | (for combat and all spells on the stack)                                            |                                                 |                       |             |
|             |                       | <b>MAGIC</b><br>The Gathering®                                                      |                                                 |                       |             |
| (lands)     | (non-land permanents) |                                                                                     |                                                 | (non-land permanents) | (lands)     |

The playmat was not quite as elegant when it was conceived, however. This drawing shows the first idea for a playmat for use on camera, and it includes many extraneous zones like the "Hand Zone" and the "Artifact & Enchantment" zone. Much too confusing!





The Beatdown Box Set<sup>40</sup> is probably most well-known for the two foil premium cards it contains: alternate art versions of Erhnam Djinn and Sengir Vampire.

The set also contains two little-known other alternate art cards: Clockwork Beast by Carl Critchlow and Ball Lightning by Dave Dorman.



# Sketches: Severed Legion

Monday, October 28, 2002

This week's "Sketches" looks at one of the black commons from *Onslaught*, Severed Legion by Danny Orizio.

## 1. Art Description

These are the instructions given to the artist:

"Location: Aphetto City. Action: a swarm of Zombie hands (some with arms or tendons trailing) crawling through the city."

## 2. Sketch

This is the preliminary sketch submitted by Danny. The problem was that he showed the hands coming up through the ground as if they were still attached to bodies. The folks here didn't want that; they just wanted some wandering hands.



The new sketch showed what was intended: a bunch of hands roaming the streets. Now the only thing R&D wanted was for there to be more hands.





### 3. Final Art

Here is a large version of the final piece. Danny squeezed a couple more small hands into the background.



### 4. Card

Finally, here is the card as it appears in the set.

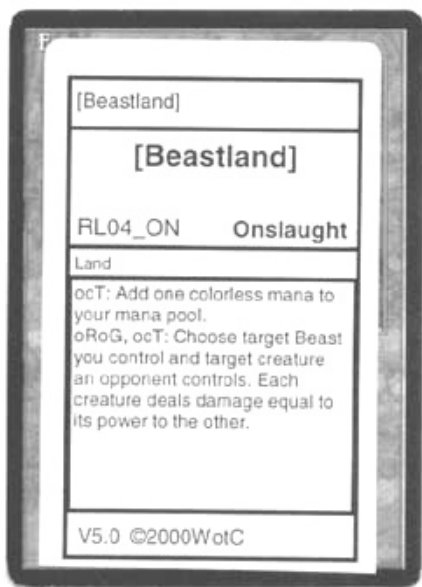
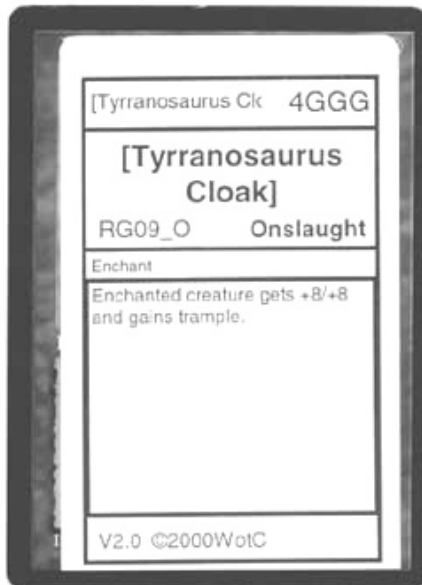




## Powerful playtest rares

Tuesday, October 29, 2002

*Onslaught* is known for its powerful rares, but how well do you know *them*? Below are four such goodies as they appeared in development. Do you know their current names?



Overold Cemetery, Mythic Proportions, Arcanis the Omnipotent, Contested Cliffs

## Styleguide: Gix

You see his name on cards like Ring of Gix, Claws of Gix, and Priest of Gix, and maybe you even know that's him on the art of the original *Urza's Saga* Oppression. But what else do we know of Gix?

The *Urza's Saga* Styleguide doesn't offer much more help, describing Gix simply as a "demonic construct of Yawgmoth himself, built of bone, machine parts, and soft yucky meat stuffs." Sounds delicious.



### Gix

Basically, Gix is just really ugly. A demonic construct of Yawgmoth himself, Gix is built of bone, machine parts, and

soft yucky meat stuffs. Gix loyally serves Yawgmoth and constantly plagues Urza in his campaign against Phyrexia.



## "Revising" the base set

Thursday, October 31, 2002

Our recent "Selecting *Eighth Edition*" activities have a lot of people thinking about base set rotations and why certain cards are added or taken away.

On that note, we've unearthed a little gem that explains some of the rationale behind the first base set rotation, which happened between Unlimited and Revised. The following article snippet (everything below the line) is from a rare *Duelist Supplement* that was published in May of 1994. It lists the Unlimited/Revised substitutions, and some explanations as to a few of the changes specifically.

It's interesting to look back at how certain cards' power levels were viewed nine years ago.

Think of this list every time you stumble across a Revised Island Fish Jasconius in your collection...



### Card Substitutions

Some cards that appeared in the Limited and Unlimited editions have been replaced in the Revised Edition with cards from *Arabian Nights* and *Antiquities*, the first two **Magic: The Gathering** expansion sets. There are several reasons for these substitutions. According to Magic's creator, Richard Garfield, and the original design team, cards being replaced fall into three broad categories: There are the "mystifiers"--cards that were too confusing for most players, or led to too many paradoxes, or defied too many of the basic Magic rules. Then there are the "spoilers", the cards whose effects were out of proportion. These cards had a tendency to throw entire games out of whack, and were only fun when they were on your side. It is no coincidence that many of these cards appear on the Duelists' Convocation Restricted or Banned list. Finally there are the "retirees", cards which are simply being phased out. Richard always intended for the card set to be fluid and for some of the old cards to be replaced by new ones. So some of the cards were selected for "retirement." This is not to say they will never be back, or similar cards won't show up in future expansions.

| Original Card           | Category  | Replacement Card                                       | Original Card              | Category  | Replacement Card      |
|-------------------------|-----------|--------------------------------------------------------|----------------------------|-----------|-----------------------|
| Ancestral Recall        | spoiler   | Serendib Efreet                                        | Ironclaw Orcs              | retiree   | Atog                  |
| Berserk                 | spoiler   | Desert Twister                                         | Jade Statue                | mystifier | Brass Man             |
| Black Lotus             | spoiler   | Aladdin's Lamp                                         | Lich                       | mystifier | El-Hajjaj             |
| Blaze of Glory          | mystifier | Eye for an Eye                                         | Mox Emerald                | spoiler   | Dancing Scimitar      |
| Camouflage              | mystifier | Shatterstorm                                           | Mox Jet                    | spoiler   | Onulet                |
| Chaos Orb               | retiree   | Bottle of Suleiman                                     | Mox Pearl                  | spoiler   | Jandor's Saddlebags   |
| Consecrate Land         | retiree   | Reverse Polarity                                       | Mox Ruby                   | spoiler   | Ebony Horse           |
| Copper Tablet           | retiree   | Ornithopter                                            | Mox Sapphire               | spoiler   | Flying Carpet         |
| Cyclopean Tomb          | retiree   | Mishra's War Machine                                   | Natural Selection          | retiree   | Titania's Song        |
| Dwarven Demolition Team | retiree   | Dwarven Weaponsmith                                    | Psionic Blast              | retiree   | Energy Flux           |
|                         |           |                                                        | Raging River               | mystifier | Magnetic Mountain     |
| False Orders            | retiree   | Kird Ape                                               | Sinkhole                   | spoiler   | Erg Raiders           |
| Forcefield              | spoiler   | Armageddon Clock                                       | Time Vault                 | spoiler   | Aladdin's Ring        |
| Four "rare" Islands     | retiree   | Millstone, Dragon Engine, Primal Clay, Rocket Launcher | Time Walk                  | spoiler   | Island Fish Jasconius |
|                         |           |                                                        | Timetwister                | spoiler   | Hurkyl's Recall       |
| Gauntlet of Might       | spoiler   | Jandor's Ring                                          | Twiddle                    | mystifier | Unstable Mutation     |
| Ice Storm               | spoiler   | Crumble                                                | Two-Headed Giant of Foriys | mystifier | Mijae Djinn           |
| Icy Manipulator         | retiree   | The Rack                                               |                            |           |                       |
| Illusionary Mask        | mystifier | Ivory Tower                                            | Word of Command            | mystifier | Sorceress Queen       |
| Invisibility            | retiree   | Reconstruction                                         |                            |           |                       |

## What do you MEAN you took it out?

1. **Berserk.** Says Richard Garfield: "Anything which multiplies is potentially abusive. Failure to have a Fog should not warrant 80 damage."
2. **Chaos Orb.** "No, we didn't can the concept," says Garfield. "There will always be weirdo cards like this floating around, but the same old one gets passé."
3. **Illusionary Mask.** According to Garfield, "This one will probably resurface in a slightly more clarified form sometime."
4. **Four "rare" Islands.** "Are you kidding?" says Garfield. "Actually it is worth noting people were never meant to know they had rare islands. We were under the impression your rares would appear randomly in the deck and in random numbers. Had we known, they would have been something else; this is just the soonest we could really correct the mistake."
5. **Time Vault.** "Not in and of itself," explains Dave Pettey. "It just limits what you can do without creating 'spoiler' combinations from 'non-spoiler' cards. It's different from the 'real spoilers' like Ancestral Recall."
6. **Twiddle.** "Twiddle was badly miscorrected after *Alpha*, were it wasn't really well written anyway," says Garfield. "Rather than recorrect it when it was pretty confusing anyway we decided to drop it. Eventually, you can expect it back again."
7. **Word of Command.** According to Garfield, "This one is buggier than a high school FORTRAN class."

# Magic: The Puzzling

Friday, November 1, 2002

Here's a puzzle straight from Mark Rosewater's book, *Magic: The Puzzling*. This one dates back to the days of *Fourth Edition*, but trust us, the answer still works using current rules. Give it a shot, and tune in Monday for the answer.

## Double Duty

Your opponent is Paul. The duel has been very close but neither one of you has been able to finish off the other. Then on your turn, you draw an Enchantment Alteration, and you realize that the game is yours. It is the beginning of your [first] main phase. Defeat Paul this turn without dying yourself.



Paul: 5 life  
You: 4 life





## Puzzle answer

Monday, November 4, 2002

Here is the solution to yesterday's Magic: The Puzzling, "Double Duty." The steps can be performed in a slightly different order, but the general idea is as follows:

1. Tap the plains and two islands to add \*♦♦ to your mana pool. One island is destroyed by Blight, but that doesn't matter.
2. Play Green Ward on Paul's Bog Imp. Both Webs fall off the Imp.
3. Play Enchantment Alteration on the Green Ward. Move it to your War Mammoth.
4. Play Unstable Mutation on the Mammoth.
5. Attack with the 6/6 War Mammoth. Because it has protection from green, it can not be blocked by the Grizzly Bears or the Giant Spider. Paul can block with the Bog Imp, but even if he does, you can assign five trample damage to Paul, killing him.



## Sketches: Quicksilver Dragon

Tuesday, November 5, 2002

This week's "Sketches" looks at a powerful blue morph creature from *Onslaught*, Quicksilver Dragon by Ron Spencer.

### 1. Art Description

These are the instructions given to the artist:

"Location: Breaker Bay, above the water. Action: Drake with mirrored or shiny reflective scales flying above the water."

Note that the card was described as a Drake, not as a Dragon. In fact, the card was originally called Mirrored Drake.

### 2. Sketch

This is the preliminary sketch submitted by Ron. Because he was told to paint a Drake, Ron didn't give the creature any front arms.



### 3. Final Art

Here is a large version of the final piece. R&D decided late in the process that the creature was powerful and cool enough to warrant being changed into a Dragon. That meant arms needed to be added to the artwork to synch it up with the other Dragons in *Magic*.



### 4. Card

Finally, here is the card as it appears in the set.



## *Onslaught* green tokens

Wednesday, November 6, 2002

Now that *Onslaught* is available on *Magic Online*, we figured it would be nifty to show some of the token card art used in the program. There are seven types of token creatures in the set (plus Riptide Replicator tokens). Below are the four green ones.



*Onslaught* Insect Token

By Anthony S. Waters

Used with: Vitality Charm,  
Symbiotic Elf, Symbiotic Beast,  
Symbiotic Wurm, Broodhatch  
Nantuko



*Onslaught* Bear Token

By Glen Angus

Used with: Words of Wilding,  
Kamahl's Summons



*Onslaught* Centaur Token

By Adam Rex

Used with: Centaur Glade



*Onslaught* Elemental Token

By Anthony S. Waters

Used with: Voice of the Woods



## Gustha's Scepter, win the game Thursday, November 7, 2002

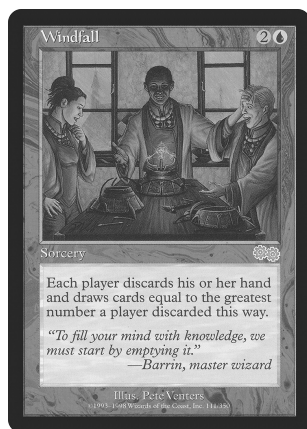
Several people have written in in response to Mark's Monday column<sup>41</sup> to ask, "How did Brian Hacker win a game on the second turn when all he played on the first turn was Gustha's Scepter?"

Alan Comer was at the tournament where it happened, and he was nice enough to explain it to us.

"Brian played a Gustha's Scepter and said 'go' on his first turn, and then at the end of his opponent's turn he 'hid' a Windfall under the Scepter. On his second turn, he drew the card he was hoping for – Tolarian Academy. He played the Academy and a bunch of artifacts, including Lion's Eye Diamond. He then sacrificed the Diamond for three blue mana and discarded what was left in his hand, then tapped the Scepter to retrieve the Windfall and that was all he needed."

Hacker's deck packed Twiddle, of all things, for untapping the Academy. With a new hand of seven cards, it was easy for him to generate more mana, untap the Academy, and draw more cards.

Hacker's deck was also remarkable for its inclusion of Yawgmoth's Will, which allowed him to put all his Lotus Petals and Lion's Eye Diamonds back into play once he started "going off." Killing his opponent was no problem once he hit that point.



This story just goes to show how insane many of the combo pieces in *Urza's Saga* really were.



## Land latecomers

Friday, November 8, 2002

As previous installments of Magic Arcana have pointed out, Volcanic Island and Circle of Protection: Black were both left out of *Alpha* (the first edition of **Magic**), and were added into *Beta*.

But five other cards not in *Alpha* were also added to *Beta* – basic lands. The original set had only two pictures for each basic land; *Beta* added a third for each.

Below are the images of the "added" lands.



## Pro Tour – Houston

Monday, November 11, 2002

"Ach Rob, run! It's the Lhurgoyf!"

Anyone who ever badmouthed Cognivore as another unplayable junk rare just got proven wrong to the tune of thirty thousand dollars. In Oath of Druids, and in a format where Morphling was legal, it is the eight-mana flying Lhurgoyf that's the creature of choice. In the finals against his teammate Rob Dougherty, in the fifth and deciding game, Justin Gary tapped eight mana to summon a 12/12 flying beast. Shortly thereafter Rob was extending the hand.

You want to talk dominance? Forget for a second that YMG stormed the top of the standings last year at New Orleans, this time around they put an extra guy in the Top 8, and didn't lose A SINGLE GAME except to one another. Gary, Dougherty and Kastle, kept the swiss standings the way they were after Day 2,

with them sitting one two three. And that with three different decktypes. No wonder so many pros are eager to don the red and black. Congratulations to Team Your Move Games for an incredible weekend, and to Justin Gary, Pro Tour - Houston Champion!

Meanwhile, in the Masters, Magic Invitational Champion Jens Thoren defeated Gary Wise in the finals. Read about all the action in the Sideboard coverage<sup>42</sup>!



# Sketches: Goblin Burrows

Tuesday, November 12, 2002

This week's "Sketches" looks at one of the tribal nonbasic lands in *Onslaught*, Goblin Burrows by David Martin.

## 1. Art Description

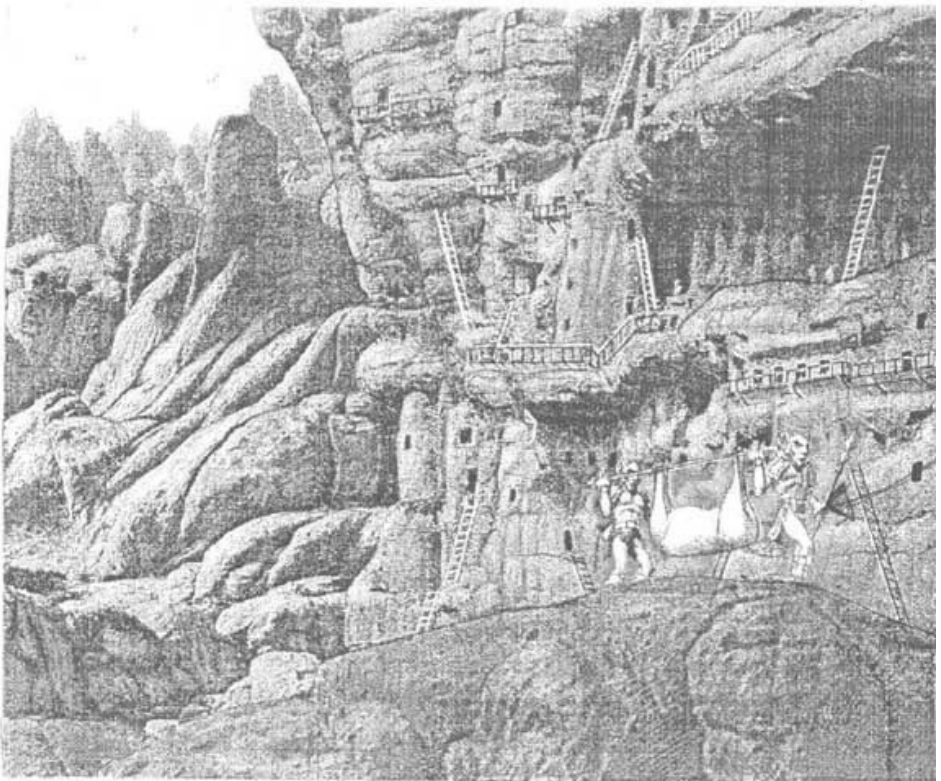
These are the instructions given to the artist:

"Location: Skirk Ridge. Notes: Basic Land. These are the mountains where the Goblins live."

Yes, that says "basic land." This particular piece of art was originally commissioned for a basic Mountain.

## 2. Sketch

This is the preliminary sketch submitted by David. The attention to detail regarding the caves where the Goblins live made the art feel like something more than just a basic Mountain, and it was moved to Goblin Burrows.



MOUNTAIN (CLIFF DWELLINGS - GOBLINS)

### 3. Final Art

Here is a large version of the final piece. The Goblins carrying the dead Beast were removed to keep the focus of the piece on the land itself.



### 4. Card

Finally, here is the card as it appears in the set.





## More Onslaught tokens

Wednesday, November 13, 2002

We covered the green tokens last week; this week we look at the other three *Onslaught* tokens as they appear in *Magic Online*.



*Onslaught* Dragon Token

By Glen Angus

Used with: Dragon Roost



*Onslaught* Soldier Token

By Ron Spencer

Used with: Mobilization



*Onslaught* Zombie Token

By Mark Brill

Used with: Rotlung  
Reanimator

## Player Reward Tokens

The Soldier and Dragon tokens are currently available in real "paper" form via the Player Reward Program<sup>16</sup>.





## Gun control

Thursday, November 14, 2002

Recently there has been a little bit of discussion on this site about anachronisms in **Magic**, meaning items that seem "out of place" or "out of time" in the world of Magic. Many people point to cards like Rocket Launcher, Vindicate, and Urza's Rage as cards that have futuristic imagery that feels a little off-kilter compared to most others.

But none of them come close to these cards from *Portal Second Age*:



Very little has been written about Portal Second Age's themes and conventions. Here is a snippet from the *Magic: The Gathering Official Encyclopedia* Volume 3:

"White is the color of Alaborn, a highly advanced human kingdom on Caliman's southern plains. For thousands of years they lived peacefully, with no contact with other cultures. This peaceful existence came to an end when they encountered the goblins of the mountains. Only their military inventions saved them from complete destruction. More recently, they have also begun to battle the swamp queen Tojira."

Whit all their spiffy guns, I don't think Tojira has much of a chance.

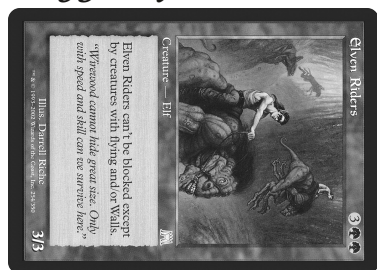
# Magic Puzzle

Friday, November 15, 2002

## Network Connection – by Mark L. Gottlieb

You're playing former First Lady Barbara Bush in an *Onslaught* Sealed Deck game. You're on the ropes: her unblockable Elven Riders has been beating you down, and she just played the massive Krosan Groundshaker. It's your first main phase, and the first thing you did was play Spy Network. You've seen Barbara's hand and the top card of her library, and now you have to figure out how to best rearrange the top four cards of your own library. You know Barbara's packing tons of burn, so you have to defeat her before she gets a chance to draw deeper than that mountain. Luckily, you can. How?

**Rearrange the top four cards of your library and defeat Barbara this turn or your next turn without losing yourself.**



Barbara: 17 life remaining



Barbara's hand



Barbara's deck



You: 3 life remaining



Resolving



☞ Your hand



Your deck ☞





## Magic Puzzle answer

Monday, November 18, 2002

The thing to remember is that you need to deal with both the Groundshaker and the Riders this turn. Here is the answer.



1. Put the cards back on top of your library so Contested Cliffs is on top and Goblin Pyromancer is second. (You won't get to the other two cards.)
2. Tap a forest for Green Mana and cycle Tranquil Thicket. You draw Contested Cliffs.
3. Play Contested Cliffs.



4. Tap two mountains and an island for **226**. Play Threaten targeting Barbara's Krosan Groundshaker.
5. Attack Barbara with the Groundshaker, Goblin Sledder, Charging Slateback, and Riptide Biologist. She takes 12 damage and goes to 5.
6. Tap Sparksmith to deal 2 damage to the Groundshaker and 2 damage to yourself. You go to 1 life.
7. Use Goblin Sledder's ability, sacrificing Sparksmith, to give Elven Riders +1/+1 until end of turn. They're now 4/4. (You could sacrifice the Sledder instead if you choose.)
8. Tap forest and mountain for **24** and activate Contested Cliffs, targeting your Groundshaker and her Elven Riders. Elven Riders takes 6 damage and is destroyed. The Groundshaker takes 4 damage and is destroyed.
9. End your turn.
10. On Barbara's turn, she draws mountain. The only thing she can do is play the mountain and Venomspout Brackus.
11. On your turn, you draw Goblin Pyromancer.
12. Play the Pyromancer. It gives itself and the Sledder +3/+0 until end of turn.
13. Attack with the Sledder, Slateback, and Biologist. Barbara can only block one of the creatures, meaning she takes a minimum of 5 damage. You win the game!





## Sketches: Krosan Colossus

Tuesday, November 19, 2002

This week's "Sketches" looks at the biggest Beast in *Onslaught*, Krosan Colossus by Kev Walker.

### 1. Art Description

These are the instructions given to the artist:

"Location: Krosan Forest

Action: giant bipedal Beast towering over the Krosan forest. It uses its bonespur claws to scoop up a handful of the forest to munch on."

### 2. Sketch

This is the preliminary sketch submitted by Kev. The *Onslaught* team noted that the birds in the art would need to be bigger – not to make the Beast look smaller by comparison, but so that they would be visible once the art was shrunk to card size.



Krosan Semi-Colossus

### 3. Final Art

Here is a large version of the final piece.



### 4. Card

Finally, here is the card as it appears in the set.



## APAC Lands I

Wednesday, November 20, 2002

A few years ago, we gave away promotional basic lands to people in the Asia-Pacific region as a promotion. There were fifteen such lands, each depicting a scene from various countries in the region in an attempt to connect players from that part of the world to the **Magic** universe.

The lands were grouped in packs of five. Below are the contents of one of the three packages. These, along with the Guru lands, are some of the most sought-after lands in the game.

The Plains represents Japan, the Island depicts Hong Kong, the Swamp is New Zealand, the Mountain shows the Philippines, and the Forest is also Japan.



## APAC Lands II

Thursday, November 21, 2002

A few years ago, we gave away promotional basic lands to people in the Asia-Pacific region as a promotion. There were fifteen such lands, each depicting a scene from various countries in the region in an attempt to connect players from that part of the world to the **Magic** universe.

The lands were grouped in packs of five. Below are the contents of the second of the three available packages. Yesterday's Arcana looked at the first group.

The Plains represents Australia, the Island depicts Japan, the Swamp is also of Japan, the Mountain shows Taiwan, and the Forest is from China.





## APAC Lands III

Friday, November 22, 2002

A few years ago, we gave away promotional basic lands to people in the Asia-Pacific region as a promotion. There were fifteen such lands, each depicting a scene from various countries in the region in an attempt to connect players from that part of the world to the **Magic** universe.

The lands were grouped in packs of five. Below are the contents of the second of the three available packages. Wednesday's Arcana looked at the first group, yesterday's looked at the second.

The Plains shows the Great Wall of China, the Island depicts Singapore, the Swamp is Indonesia, the Mountain is Fujiyama in Japan, and the Forest is from Korea.





*Approximation of the APAC lands locations*



## Sketches: Visara the Dreadful

Monday, November 25, 2002

This week's "Sketches" looks at another piece by fan-fave Kev Walker – Visara the Dreadful, one of *Onslaught's* five ultra-powerful Pit-Fighter Legends.

### 1. Art Description

These are the instructions given to the artist:

"Location: Great Pit-Arena (The Coliseum)

Action: Champion Black Pit-Fighter. This is a female Grgon, like Matthew Wilson's creature from *Judgment*. Instead of the claw, she has weird wings made out of the same plated material. She is unmasked, and her eyes glow with dark energy. She is in mid-combat (opponent unnecessary)."

As you can see, Kev was asked to base his work on *Judgment's* Masked Gorgon.

### 2. Sketch

This is the preliminary sketch submitted by Kev. Everyone liked it and no changes were necessary.



Visara the Dreadful

### 3. Final Art

Here is a large version of the final piece. The only noticeable change from the sketch is the marks on her shoulders are no longer there.



### 4. Card

Finally, here is the card as it appears in the set.

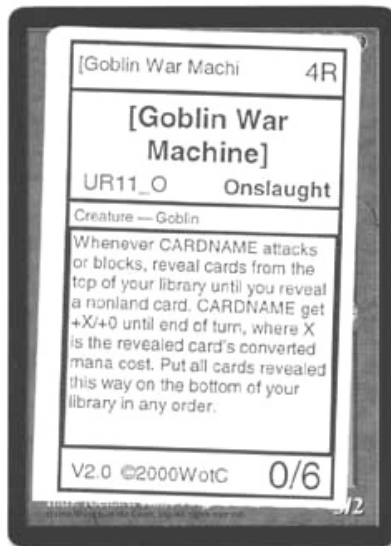
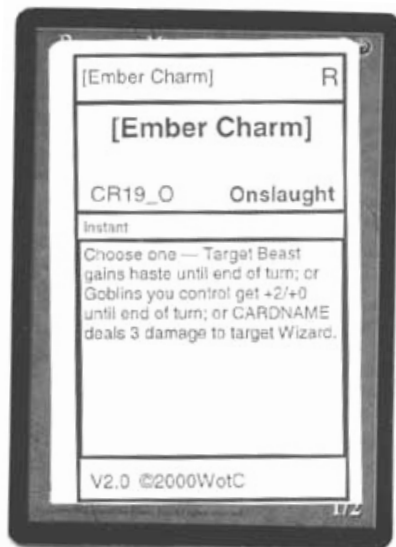


## Red playtest cards

Tuesday, November 26, 2002

Red is generally considered the best color in *Onslaught* sealed deck and draft play right now. So what did the red cards look like when development was playing sealed deck with them? They were still pretty good, actually.

Here are four cards pulled from the playtest files. Each changed a little before it was printed. See if you can figure out what's different.



Ember Charm, Solar Blast, Spurred Wolverine, Goblin Machinist

## Fading artwork

Wednesday, November 27, 2002

The *Nemesis* expansion featured a mechanic called fading, in which creatures and other permanents would "disappear" after being in play for a few turns. Because the cards had short life spans, their mana costs were lower than similarly-sized non-fading cards.



But how was fading depicted in the card art? Since fading is a "quick and dirty" form of summoning creatures, the creatures had to be shown as unstable – they would be gone in a few turns, after all. So fading cards were shown as "breaking up" or "dissolving" back into the Aether. The creatures in the cards can be seen with oily bubbles dripping upwards off of them.



Parallax Wave



Parallax Dementia



Blastoderm



Parallax Inhibitor

The first card, Parallax Wave, is a fading enchantment that removes creatures from the game temporarily; it depicts some soldiers and moggs fading away. The second card, Parallax Dementia, is a fading enchant creature that takes the creature with it when it leaves play. The third card is the most well-known fading creature of all, Blastoderm. And the fourth card, Parallax Inhibitor, is an artifact that keeps fading cards around for an extra turn. Its illustration shows a person fading away except for his face, where the Inhibitor is hitting him, keeping him "solid."

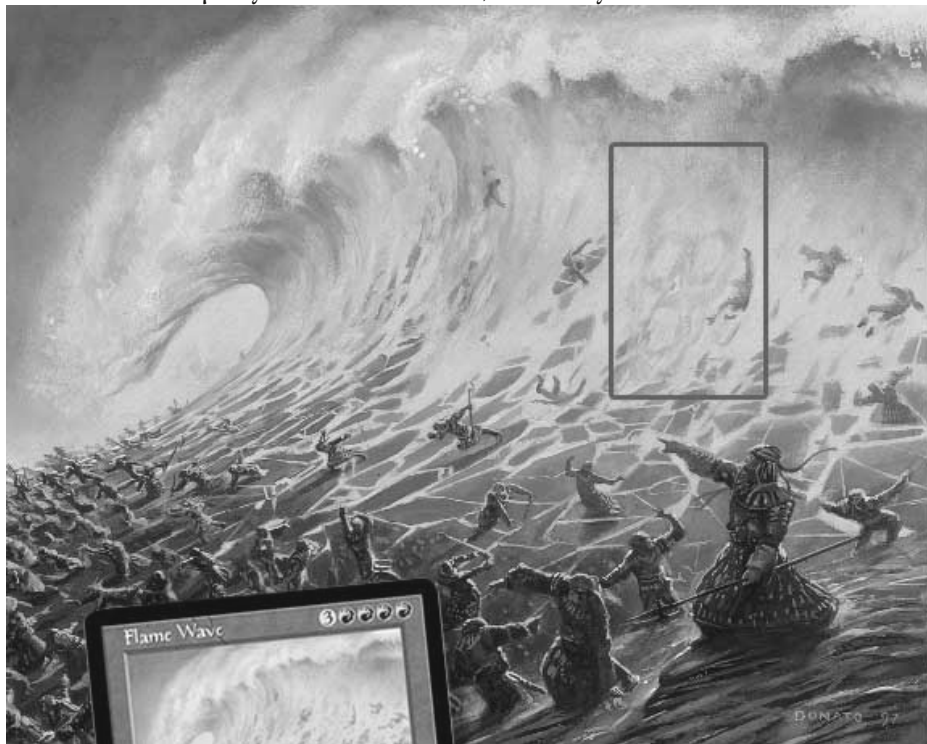
Not all fading cards have art that follows these artistic guidelines, but most do. Look at others you have to see if they are "dripping away."



## Screaming skull

Thursday, November 28, 2002

It sounds like something out of the tabloids... *"Screaming Skull Appears in Wave of Lava!"* But it's really just one of the hidden "Easter Eggs" that artists slip into their work. We already spent one Magic Arcana looking at the surfer in Donato's Giancola's Flame Wave painting, but at a show recently, he pointed out the real hidden gem in that piece: the screaming skull. "No one ever picks up on that one," he commented. So here it is. It's highlighted in the red rectangle, and then shown isolated with the contrast turned up. If you noticed it before, kudos to you! We sure didn't.



## White borders?!

We've seen posts on some message boards talking about card shops selling white-bordered versions of current cards for exorbitant prices, claiming that they are part of some exclusive box set or something like that. We figured we should let the cat out of the bag. It's possible to "erase" the border off of a card using transparent tape, a good eraser, and some elbow grease. Just lay the tape inside the border to insure a straight edge and erase until you're blue in the face. The tape peels off easily enough and if you have a steady hand, you can make a black-bordered card white bordered. Now that you know the trick, don't be fooled!

Friday, November 29, 2002



*This is a normal Circular Logic from the Torment expansion; the border has just been erased off of it.*

## Sketches: Symbiotic Beast

Monday, December 2, 2002

This week's "Sketches" focuses on one of the new "Symbiotic" creatures from Onslaught, Symbiotic Beast by Franz Vohwinkel.

### 1. Art Description

These are the instructions given to the artist:

"Location: Wirewood Forest

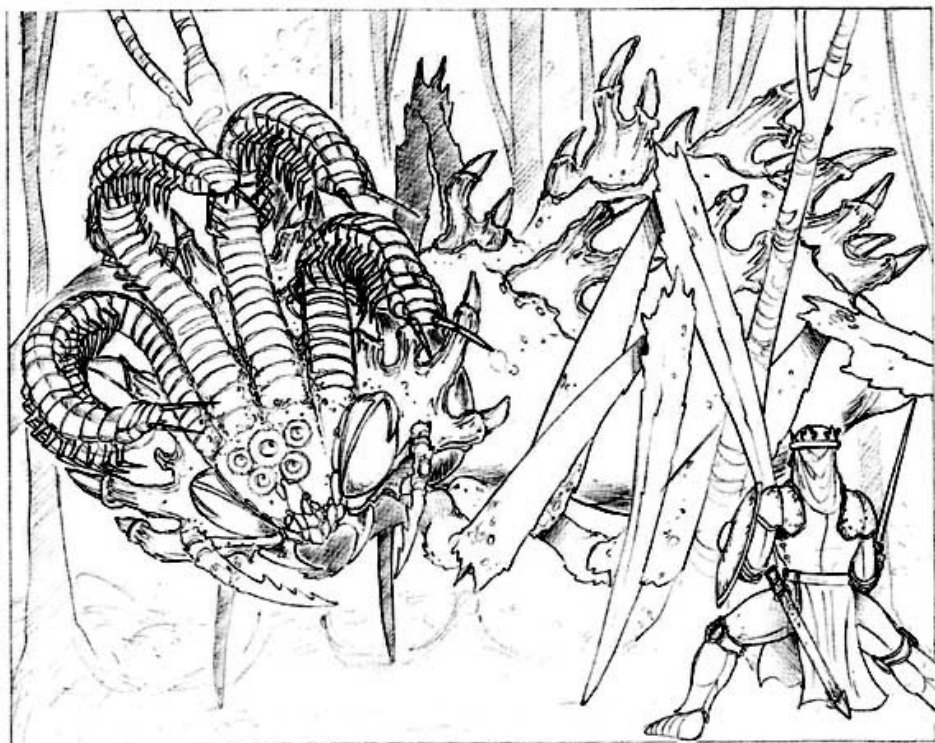
Action: large forest Beast that has four big centipedes as its 'hair.'

Notes: Insect Token Cycle. Don't forget the bonespurs."

Because all the Symbiotic creatures produce Insect tokens when they die, all their illustrations feature centipedes prominently. (Yes, in the fantastic multiverse of Magic, centipedes are Insects.)

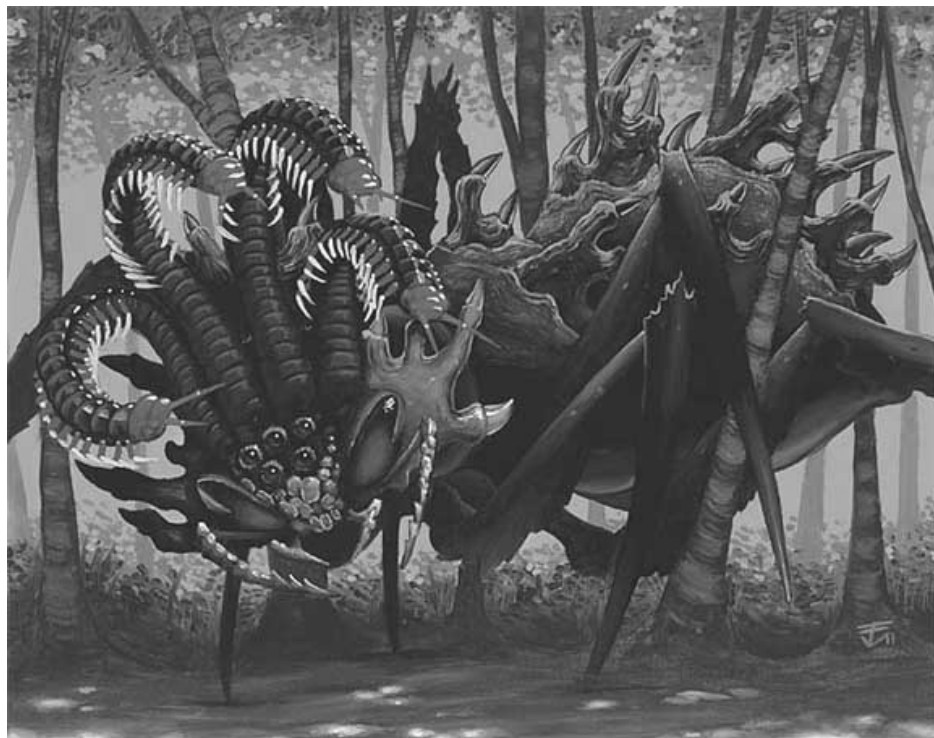
### 2. Sketch

This is the preliminary sketch submitted by Franz. The Beast itself was fine, but the fighter in the corner had to go. He looked like something out of Camelot rather than Otaria.



### 3. Final Art

Here is a large version of the final piece. The fighter has been removed.



### 4. Card

Finally, here is the card as it appears in the set.



# Magic: The Gathering

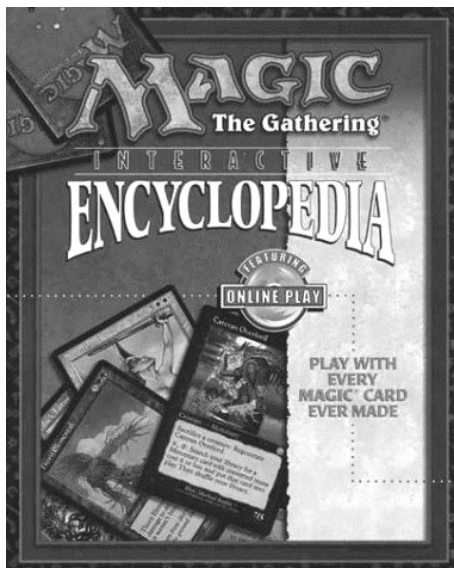
Tuesday, December 3, 2002

## Interactive Encyclopedia Announcement

### Magic: The Gathering® Interactive Encyclopedia Users:

*Magic: The Gathering Interactive Encyclopedia* will be on limited support (no further updates or patches) until December 31, 2002. At that time, we will discontinue support for the product and the updates and patches currently posted will be removed from our website. We would like to thank you for your loyalty to this product and apologize for any inconveniences this may cause.

- Magic: The Gathering Brand Team





## Your favorite cards

Wednesday, December 4, 2002

What do the people like? Here are the results of our "What is your favorite card in the set?" question asked to a random sampling of players in our May 2001 *Seventh Edition* "Godbook" study.

1. Shivan Dragon
2. Serra Angel
3. Birds of Paradise
4. Thorn Elemental
5. (tie) Spellbook  
Wrath of God
7. Phyrexian Colossus
8. (tie) Coat of Arms  
Might of Oaks  
Nightmare

We'll be showing the results of other such polls from other expansion sets later this week.



## Your favorite cards, Part 2

Thursday, December 5, 2002

Yesterday, we showed the results of one question from our *Seventh Edition* "Godbook" study, specifically "What is your favorite card?"

Today's Arcana looks at the results of that same question from six other such studies, encompassing the sets from *Mercadian Masques* through *Apocalypse*. These studies were taken about two months into each set's existence, and the sample was a several hundred person cross-section of **Magic** players.

It is interesting to note that large creatures – specifically Legends – dominate the lists. Tomorrow's Arcana will look at favorite cards from the *Odyssey* block.

### "What is your favorite card?"

#### *Mercadian Masques*

1. Rushwood Elemental
2. Two-Headed Dragon
3. Tidal Kraken
4. Cateran Overlord
5. (tie) Power Matrix
5. (tie) Bribery
7. (tie) Delraich
7. (tie) Squee, Goblin Nabob
7. (tie) Ivory Mask
10. (tie) Thieves' Auction
10. (tie) Hunted Wumpus

#### *Nemesis*

1. Volrath the Fallen
2. Ascendant Evincar
3. Predator, Flagship
4. (tie) Rhox
4. (tie) Skyshroud Behemoth
4. (tie) Blinding Angel
7. Rootwater Thief
8. Laccolith Titan
9. Lin Sivvi, Defiant Hero
10. (tie) Nesting Wurm
10. (tie) Kill Switch
10. (tie) Pack Hunt

#### *Prophecy*

1. Avatar of Woe
2. Searing Wind
3. (tie) Mageta the Lion
3. (tie) Jolrael, Empress of Beasts
3. (tie) Vitalizing Wind
6. Avatar of Might
7. (tie) Shrouded Serpent
7. (tie) Avatar of Fury
9. (tie) Plague Wind
9. (tie) Celestial Convergence

#### *Invasion*

1. Molimo, Maro-Sorcerer
2. (tie) Rith, the Awakener
2. (tie) Darigaaz, the Igniter
4. (tie) Reya Dawnbringer
4. (tie) Crosis, the Purger
4. (tie) Treva, the Renewer
7. (tie) Verdeloth the Ancient
7. (tie) Armadillo Cloak
9. (tie) Tsabo Tavoc
9. (tie) Coalition Victory
9. (tie) Obliterate
9. (tie) Devouring Strossus

#### *Planeshift*

1. Draco
2. Shivan Wurm
3. Skyship Weatherlight
4. (tie) Lord of the Undead
4. (tie) Nemata, Grove Guardian
6. Doomsday Specter
7. (tie) Terminate
7. (tie) Magnigoth Treefolk
9. (tie) Tahngarth, Talruum Hero
9. (tie) Meddling Mage

#### *Apocalypse*

1. Spiritmonger
2. Desolation Angel
3. Vindicate
4. Cromat
5. Pernicious Deed
6. Last Stand
7. (tie) Death Grasp
7. (tie) Dragon Arch
9. (tie) Gerrard Capashen
9. (tie) Rakavolver

## Your favorite cards, Part 3

Friday, December 6, 2002

Wednesday, we showed the results of one question from our *Seventh Edition* "Godbook" study, specifically "What is your favorite card?" Yesterday, we showed the results of the same question from similar studies done with the *Masques* and *Invasion* block sets.

Today's Arcana looks at the results of that same question from studies done during the *Odyssey* block; the sample was a several hundred person cross-section of **Magic** players. Take a look at the lists and then read on at the bottom.

### "What is your favorite card?"

| <i>Odyssey</i>             | <i>Torment</i>               | <i>Judgment</i>         |
|----------------------------|------------------------------|-------------------------|
| 1. Iridescent Angel        | 1. Basking Rootwalla         | 1. Glory                |
| 2. Kamahl, Pit Fighter     | 2. Nantuko Shade             | 2. Anurid               |
| 3. Vampiric Dragon         | 3. Chainer's Edict           | Brushhopper             |
| 4. (tie) Traumatize        | 4. (tie) Laquatus's Champion | 3. (tie) Genesis        |
| 4. (tie) Mirari            | 4. (tie) Arrogant Wurm       | 3. (tie) Browbeat       |
| 6. Atogatog                | 6. (tie) Chainer, Dementia   | 5. Phantom Centaur      |
| 7. (tie) Repentent Vampire | Master                       | 6. Wonder               |
| 7. (tie) Decimate          | 6. (tie) Circular Logic      | 7. Phantom Nishoba      |
| 7. (tie) Mortivore         | 8. (tie) Mutilate            | 8. (tie) Battle Screech |
| 10. (tie) Roar of the Wurm | 8. (tie) Ambassador Laquatus | 8. (tie) Scalpeleaxis   |
| 10. (tie) Amugaba          | 8. (tie) Sengir Vampire      | 8. (tie) Mirari's Wake  |
| 10. (tie) Ivy Elemental    |                              | 8. (tie) Crush of Wurms |

Like all the studies shown previously, the *Odyssey* and *Judgment* ones were performed about two months after each set was released, and they reveal the normal outcome of players' penchant for big creatures and spells with huge effects. But the *Torment* one was done much later, after *Judgment* was released, and the results are quite different. Whether through continued beatings at the hands of "better" cards, experimentation, or just a more thorough understanding of the set, players gravitate away from the "Timmy" cards and toward the "Spike" cards. Maybe it's what some people call the "Dojo Effect"--the result of copying what successful players are doing--that causes this shift. Or maybe people learn through trial and error and find they tend to like cards that actually help them win games. But in any event, the eight-mana fatties give way to the efficient removal spells, tournament-quality creatures, and (gasp!) counterspells on people's favorite card lists as time goes on.

Then, players latch on to the next set's fatties.

# Sketches: Nameless One

Monday, December 9, 2002

This week's "Sketches" looks at one of the *Onslaught* Avatars, Nameless One by Mark Tedin.

## 1. Art Description

These are the instructions given to the artist:

"Location: Breaker Bay

Action: Floating head Avatar. The Avatar is made of energy and should resemble the ultimate Wizard, in this case a large, floating head (the face should look stern, wise, and powerful).

Notes: Avatar Cycle. Not flying. For the floating head, we were thinking the great and powerful Oz, the mirror from Disney's *Snow White*, etc., – not Gandalf."

## 2. Sketch

This is the preliminary sketch submitted by Mark. The Wizard is shown as a waterspout and is clearly not flying.



### 3. Final Art

Here is a large version of the final piece. The lightning in the eyes was added at the art department's request to make it seem more like a Wizard. The human and Cephloid in the foreground were added for perspective.



### 4. Card

Finally, here is the card as it appears in the set.





# Magic: The Puzzling

Tuesday, December 10, 2002

Below is a fun puzzle from Mark's *Magic: The Puzzling* book.

## I Once Cast a Fireball THIS Big

"It's your draw step, and you pick up a Fireball. You only need to do 12 points of damage to win, but that seems irrelevant right now. The real question is: How big of a Fireball are you capable of making? Check your best answer against ours tomorrow to see how you've done."

### Your hand



## Your cards in play



# The Puzzling answer

Wednesday, December 11, 2002

Here is the answer to yesterday's Magic: The Puzzling. The most important card is Candelabra of Tawnos, and you must do everything in your power to cast, copy, and untap it as many times as possible.

The following chart goes through it step by step, and tracks your mana. Since mana from Mishra's Workshop can only be used to play artifacts, it must be tracked separately.

|                                                                                                                               | Your Mana Pool |  |  |  | Workshop Mana |
|-------------------------------------------------------------------------------------------------------------------------------|----------------|-----------------------------------------------------------------------------------|-----------------------------------------------------------------------------------|-----------------------------------------------------------------------------------|---------------|
| <b>Step 1</b> Tap Mox Ruby, Mox Sapphire, Sol Ring, Mana Vault, and Basalt                                                    |                |                                                                                   |                                                                                   |                                                                                   |               |
| Monolith for mana.                                                                                                            | 1              | 1                                                                                 | 8                                                                                 | 0                                                                                 |               |
| <b>Step 2</b> Cast Mana Flare (cheaper due to Stone Calendar).                                                                | 0              | 1                                                                                 | 7                                                                                 | 0                                                                                 |               |
| <b>Step 3</b> Tap all your lands for mana.                                                                                    | 2              | 3                                                                                 | 27                                                                                | 4                                                                                 |               |
| <b>Step 4</b> Use nine colorless mana to activate the Candelabra of Tawnos.                                                   |                |                                                                                   |                                                                                   |                                                                                   |               |
| Untap all nine lands.                                                                                                         | 2              | 3                                                                                 | 18                                                                                | 4                                                                                 |               |
| <b>Step 5</b> Tap all nine lands for mana again.                                                                              | 4              | 5                                                                                 | 38                                                                                | 8                                                                                 |               |
| <b>Step 6</b> Play Copy Artifact (cheaper due to Stone Calendar) and copy the Candelabra.                                     | 4              | 4                                                                                 | 38                                                                                | 8                                                                                 |               |
| <b>Step 7</b> Use eight colorless mana to activate the copied Candelabra. Untap all your lands except the Mishra's Workshop.  | 4              | 4                                                                                 | 30                                                                                | 8                                                                                 |               |
| <b>Step 8</b> Tap those eight lands for mana.                                                                                 | 6              | 6                                                                                 | 50                                                                                | 8                                                                                 |               |
| <b>Step 9</b> Play Twiddle to untap the Candelabra                                                                            | 6              | 5                                                                                 | 50                                                                                | 8                                                                                 |               |
| <b>Step 10</b> Use eight colorless mana to activate the Candelabra. Untap all your lands except the Mishra's Workshop.        | 6              | 5                                                                                 | 42                                                                                | 8                                                                                 |               |
| <b>Step 11</b> Tap those eight lands for mana.                                                                                | 8              | 7                                                                                 | 62                                                                                | 8                                                                                 |               |
| <b>Step 12</b> Play Boomerang to return the Candelabra to your hand, and replay it for 0 (cheaper due to Stone Calendar).     | 8              | 5                                                                                 | 62                                                                                | 8                                                                                 |               |
| <b>Step 13</b> Use eight colorless mana to activate the Candelabra. Untap all your lands except the Mishra's Workshop.        | 8              | 5                                                                                 | 54                                                                                | 8                                                                                 |               |
| <b>Step 14</b> Tap those eight lands for mana.                                                                                | 10             | 7                                                                                 | 74                                                                                | 8                                                                                 |               |
| Step 15 Play Hurkyl's Recall targeting yourself (cheaper due to Stone Calendar), returning your eight artifacts to your hand. | 10             | 6                                                                                 | 74                                                                                | 8                                                                                 |               |
| <b>Step 16</b> Use one Workshop mana to play the Candelabra. Play Copy Artifact to copy it.                                   | 10             | 5                                                                                 | 73                                                                                | 7                                                                                 |               |
| <b>Step 17</b> Use one Workshop mana to play the Mana Vault, and tap it for three mana.                                       | 10             | 5                                                                                 | 76                                                                                | 6                                                                                 |               |
| <b>Step 18</b> Use eight colorless mana to activate the Candelabra. Untap all your lands except the Mishra's Workshop.        | 10             | 5                                                                                 | 68                                                                                | 6                                                                                 |               |
| <b>Step 19</b> Tap those eight lands for mana.                                                                                | 12             | 7                                                                                 | 88                                                                                | 6                                                                                 |               |

|                                                                                                                                                                                                                          |    |    |     |   |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----|----|-----|---|
| <b>Step 20</b> Use eight colorless mana to activate the copied Candelabra. Untap all your lands except the Mishra's Workshop.                                                                                            | 12 | 7  | 80  | 6 |
| <b>Step 21</b> Tap those eight lands for mana.                                                                                                                                                                           | 14 | 9  | 100 | 6 |
| <b>Step 22</b> Sacrifice the Candelabra and the copy to the Atog.                                                                                                                                                        | 14 | 9  | 100 | 6 |
| <b>Step 23</b> Use 11 mana to play Recall (X=5). Discard Mox Sapphire, Mox Ruby, Stone Calendar, Basalt Monolith, and Sol Ring to get back Candelabra of Tawnos, Copy Artifact, Boomerang, Twiddle, and Hurkyl's Recall. | 14 | 8  | 90  | 6 |
| <b>Step 24</b> Use one Workshop mana to play the Candelabra. Play Copy Artifact to copy it.                                                                                                                              | 14 | 7  | 89  | 5 |
| <b>Step 25</b> Use eight colorless mana to activate the Candelabra. Untap all your lands except the Mishra's Workshop.                                                                                                   | 14 | 7  | 81  | 5 |
| <b>Step 26</b> Tap those eight lands for mana.                                                                                                                                                                           | 16 | 9  | 101 | 5 |
| <b>Step 27</b> Use eight colorless mana to activate the copied Candelabra. Untap all your lands except the Mishra's Workshop.                                                                                            | 16 | 9  | 93  | 5 |
| <b>Step 28</b> Tap those eight lands for mana.                                                                                                                                                                           | 18 | 11 | 113 | 5 |
| <b>Step 29</b> Play Twiddle to untap the Candelabra.                                                                                                                                                                     | 18 | 10 | 113 | 5 |
| <b>Step 30</b> Use eight colorless mana to activate the Candelabra. Untap all your lands except the Mishra's Workshop.                                                                                                   | 18 | 10 | 105 | 5 |
| <b>Step 31</b> Tap those eight lands for mana.                                                                                                                                                                           | 20 | 12 | 125 | 5 |
| <b>Step 32</b> Play Boomerang to return the Candelabra to your hand, and use a Workshop mana to replay it.                                                                                                               | 20 | 10 | 125 | 4 |
| <b>Step 33</b> Use eight colorless mana to activate the Candelabra. Untap all your lands except the Mishra's Workshop.                                                                                                   | 20 | 10 | 117 | 4 |
| <b>Step 34</b> Tap those eight lands for mana.                                                                                                                                                                           | 22 | 12 | 137 | 4 |
| <b>Step 35</b> Play Hurkyl's Recall targeting yourself, returning your three artifacts to your hand.                                                                                                                     | 22 | 11 | 136 | 4 |
| <b>Step 36</b> Use one Workshop mana to play the Candelabra. Play Copy Artifact to copy it.                                                                                                                              | 22 | 10 | 135 | 3 |
| <b>Step 37</b> Use one Workshop mana to play the Mana Vault, and tap it for three mana.                                                                                                                                  | 22 | 10 | 138 | 2 |
| <b>Step 38</b> Use eight colorless mana to activate the Candelabra. Untap all your lands except the Mishra's Workshop.                                                                                                   | 22 | 10 | 130 | 2 |
| <b>Step 39</b> Tap those eight lands for mana.                                                                                                                                                                           | 24 | 12 | 150 | 2 |
| <b>Step 40</b> Use eight colorless mana to activate the copied Candelabra. Untap all your lands except the Mishra's Workshop.                                                                                            | 24 | 12 | 142 | 2 |
| <b>Step 41</b> Tap those eight lands for mana.                                                                                                                                                                           | 26 | 14 | 162 | 2 |
| <b>Step 42</b> Use all the mana (except the last two from the Workshop) to play a 201-point Fireball.                                                                                                                    |    |    |     | 2 |

## ***Fifth Edition* symbol**

For most languages, base sets didn't have expansion symbols until *Sixth Edition*, which had "VI" on each card. But Simplified Chinese *Fifth Edition* was printed with a "V" symbol on each card. Simplified Chinese was the only language of the ten in which the set was printed to feature an expansion symbol.

It was released in 1998, about halfway between the releases of *Fifth* and *Sixth Editions* in English, and the expansion symbols were color-coded for rarity just like they are in all recent sets.

Thursday, December 12, 2002





# Arena Fireball

Friday, December 13, 2002

For the first few years of the Arena League, alternate art Disenchants and Fireballs were given away as prizes. We've shown the Disenchant as a previous "Card of the Day," but we haven't put up the Fireball yet. So here it is (on the left). The wording hadn't be changed on the card yet to support the "XY?" mana cost, but there is a version of Fireball printed like that. The *Beatdown* box set from a couple years ago contained a real Fireball with the XY mana cost (right).



## Jinxed items

Monday, December 16, 2002

When the story "arc" for *Tempest* and the rest of the block was being fleshed out, the writers thought it would be cool if each of the major races on Rath – the Kor, the Vec, and the Dal – had a jinxed item that was part of some greater whole.



The original intent was to put Jinxed Idol in *Tempest*, Jinxed Ring in *Stronghold*, and Jinxed Brooch in *Exodus*. The Brooch would spell out what happened if all three were in play simultaneously. Unfortunately, the whole idea was scrapped before *Exodus* was designed, so it was never really determined what Jinxed Brooch would do by itself, or what would happen when all three were combined... although it was probably something catastrophic.

The art for Jinxed Brooch had been commissioned in advance, however, and ended up on the *Exodus* card Null Brooch.

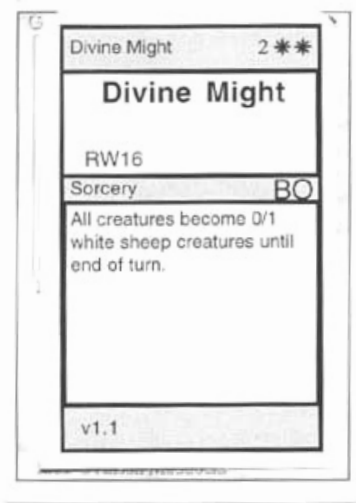
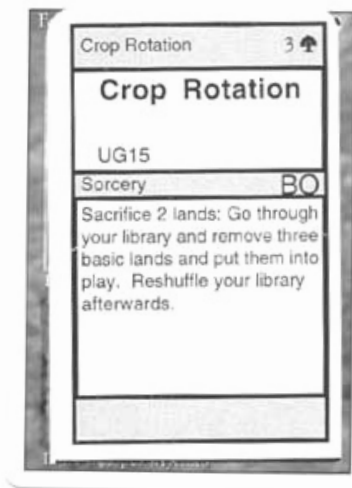


## Tempest playtest cards

Tuesday, December 17, 2002

Here are some playtest cards from *Tempest*, known then as Bogavhati (or "BO" for short). Many things changed between the versions shown here and the actual printed cards – names, costs, spell types, and even color in one instance.

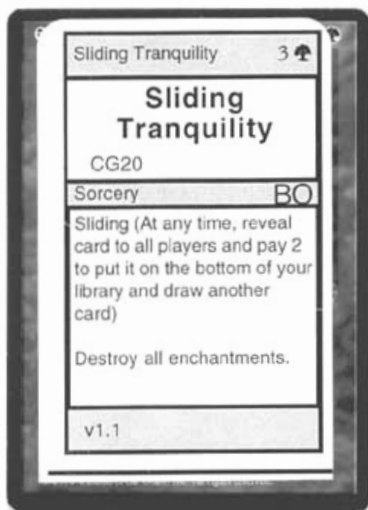
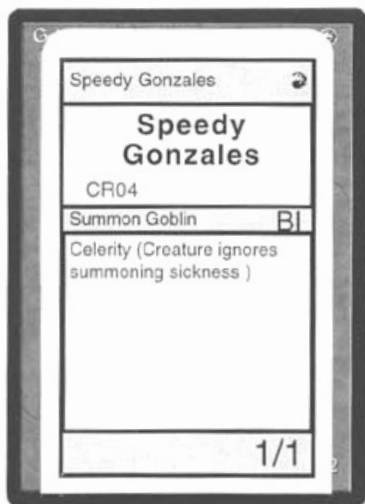
See if you can figure out what they became.



## Not actually *Tempest* cards...

Wednesday, December 18, 2002

The *Tempest* design team was on fire. They came up with not only all the cards and mechanics in *Tempest*, but so many other interesting ideas that showed up in later sets and blocks. Below are four cards from the first batch of *Tempest* playtesting that were eventually moved into future sets. See if you can figure out what they became.



Raging Goblin, Albino Troll, Hush, Lightning Dragon

## Dirty Medallions

Thursday, December 19, 2002

Some *Tempest* cards were printed on a press that hadn't been cleaned. For most of the cards, the residual ink is unnoticeable because it is so faint and is obscured by the business of the **Magic** card front.

But not all. R&D's Elaine Chase provided us with the two Medallions that have plain enough art for the residual press ink to be seen. There are faint cartoon characters visible in the background (most people agree they are from the comic *Peanuts*.)

While not particularly valuable, some collectors enjoy owning oddities such as these.

### Sapphire Medallion



### Emerald Medallion





## Squee's Resolve

Friday, December 20, 2002

The art from the *Tempest* white card Hero's Resolve depicts Gerrard and Orim on the deck of the *Weatherlight*, facing down some carrionettes from the Death Pits of Rath. But the full art includes another character.

Even though he was cropped off the card, Squee was in Pete Venter's original painting, cowering between Gerrard's legs. Even though the art in our internal database is the cropped version, we can still show you the version with Squee, from the *Tempest* storyboard article that appeared in *Duelist* #20.



## Editors note

November 2005

The purpose of this work is not purely an exact archival representation of the articles as published at the time; archive.org does that already. While I have striven to keep an exact copy as possible of each article, a light editing pass has been made where it would elevate the text or images.

This project would not have been possible without:

☛ [archive.org](https://archive.org)

☛ [scryfall.com](https://scryfall.com)

☛ [github.com/maxmakesmagic/ormos](https://github.com/maxmakesmagic/ormos)

## Endnotes

QR codes to take you to the archived websites that were linked to in the Arcana articles. QR codes made with [qrcode.create.io](https://qrcode.create.io).

1

2002 Pro Tour San  
Diego Coverage



2

*Torment* Card Preview:  
Grim Lavamancer



3

MagicThe  
Gathering.Com



4

Wizards.  
Community



5

The Magic  
Style Guide



6

The Secrets  
of Magic



7

Do You Want to  
Know a Secret?



8

The Write Stuff



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Matt Cavotta



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Behind the Canvas:  
Terese Nielsen



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*Online* Here



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